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Game Informer

MAGAZINE

Everything You
Ever Wanted
To Know
About E3

Pg. 14

ODDWORLD: ABE'S ODDYSEE

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RUSH 2
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BLASTO



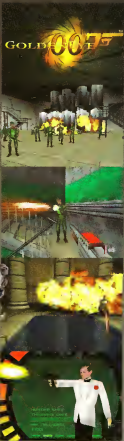
RESIDENT EVIL
Director's Cut



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And this little piggy...
writhed in pain
as he was slowly
tortured to death...



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E3 Sucks

Well...actually it didn't suck, but the headline got you to look didn't it? I guess that was kind of low, but sometimes that's the way it goes. What I really want to talk about is the future of game systems. Which I know is a hot-hum subject that has been done a million times, but hey...what's one more time?

It was apparent at this show that games on the 32-bit platforms are really coming into their own. PlayStation games are really starting to pump out the polys and textures; Saturn games are doing a lot like their arcade counterparts; and the N64 apparently can do a lot more expensive environments that we ever thought possible. But what I want to address is all the talk of new systems.

Recently, there have been numerous reports on the web and in print about Sega's new machine coming out sometime in the next year or so, but I really don't think this is a reality. I've heard that Sega is using the opportunity to work on the new system as leverage to keep people developing games on the Saturn. But obviously, this shows that Sega's new system is still a long way off. Don't expect to see a new Sega system,

or any system for that matter, until sometime late in 1999. At the earliest.

The facts are, it takes a long time to create and perfect a console system and even longer to make games for it. Companies know this, and they're not going to run out and put a new system on the market without taking some time to put together a solid business plan before a major release like a new system. And even if they have a great plan and a great system, it always...always comes down to timing.

So please take any information you hear about a new wonder-machine with a grain of salt because most of the information you hear is about early testing models or hearsay (my money's on hearsay). Plus, the 32's and 64's are pumping out some great software. So why worry about the future? Bask in the gaming heaven that we have right now. There are more games to play than time to play them. There'll be plenty of time for new systems and specs when they become a reality, not idle talk.



THE E3 STAFF

ERIK, THE PC JEDI

I can sum up the E3 PC experience in one word: "derivative." Fortunately, most of the games were good derivatives and I saw a minimum of point-and-clickers. Among the realtimsers (C&C/Warcraft/Closed), Total Annihilation from GT Interactive was my favorite. There was also a plethora of first-person shooters. Duke 4, Hazard X, Unreal, and Dark Forces II all looked impressive. Tribes 2: Pew! Impres 2 could be one of the premier cat-paw-the-galaxy games of the year. Otherwise, my first E3 was exactly as I expected: a colossal rip-off of fast-paced promotions and vastly extravagant wastes of money that have been better spent on product development. In other words, it was a dam-foolish good time.

ANDY, THE GAME NOMUR

"Alright, I could write sentences that make sense about this year's E3, but I think I would much rather ramble on. Metal Gear...well that game looks unbelievable! There's a scene in the game where Snake is holding a Predator-style cloaked rifle, and the only way he can find him is to machine gun down the whole office in a Die Hard-styled destruction fest...amazing! Next on my list would have to be Colony Wars, that probably Benji Kazeno (though the disclaimer makes me ill), with FF VII, Crisis 2, Secret Strike, Cardinal Syn, and Gex 2 killing out the rest of the race."

REINER, THE RAGING KAMER

"Do you remember last month when I openly declared that I was the best Star Fox 64 pilot around? Well, now it's official, I am! I destroyed the field in the Star Fox 64 competition, and I even blasted Miyamoto into another dimension. For this feat I won a golden N64 controller signed by the big M and Star Fox artist Mr. Instamur. As for as E3 goes, I was firing and full of great new software for all the systems. My pick for the show was Psychotron: Colony Wars for the PS-X, and runners-up were Metal Gear, Quake 64, Superman 64, Gex: Enter the Gecko, and of course Gex: Enter the Gecko."

PAUL, THE GAME PROFESSOR

"There is no doubt that we all year would have a field day at...tip all of the new games at...I spent most of my time looking over the biggest and the best of the upcoming sports titles. Primarily, I concentrate...in hockey and football, EA Sports and Sony both have good stunts on their games, but companies like Intrepid, Activision, and Kaplan will attempt to take away some of their thunder. There will be a lot of sports games making their way into the GI offices in the coming months and not assured, we'll find the best ones for you."

JON, THE GUNNY GAMER

I got by E3 in a snap, just walking the vast show floor, around every corner is a game I had been dying to play. Then throw in the excitement of buy-outs and licensing, and you have the most exciting time of the year for video games. Of course Metal Gear and Colony Wars blew me away, but there were a few titles that also bear mention. Nuclear Strike was cool, Darkwatch 3 was sweet, and I'm pretty stoked for MK Mythologies. It should also be noted that underwear adventure is now a hot genre, with games like Treasures of the Deep (Mamod), Critical Dates (SingleTrac), Aqua Prophecy (ASCII), and Tomb 2 with its new emphasis on underwear combat. Cool."

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They have been born of fire —
hopefully they won't melt.

COMING IN AUGUST

"...MORE VARIETY THAN ANY OTHER
N64 GAME TO DATE."
—NINTENDO POWER



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Dear Ed

Letters from Our Readers

Mono-Question of the Month

Readers: Will you guys send me one of those N64s sitting under Retner's desk? Everyone I know just spontaneously combusted and I'm kind of sad. We: Ohhh...bummer. Sorry, but there was an unfortunate incident involving the N64s under Retner's desk. You see, on the weekends we rent our gigantic office space to the Hans Schlippeheimer Felka Road so they can have a wild and wacky party fest into the wee hours of the morning. Unfortunately, Mrs. Ferguson brought her prize-winning snowblower along and in the resulting stampede, all 250 N64 units were crushed along with Retner's desk, his computer, and all of his Spewin toys. Please don't send us any more of these letters. Retner tends to get rather depressed at any reminder of this horrific incident.

Random Q&A

First of all, I'd like to say that I'm a proud subscriber to your mag. I have a few questions I was hoping you could answer for me though.

1. Is "Christmas NIGHTS" for the Saturn sold in stores? Where can you find it?
2. Does the Saturn have much of a future left? In your home since you said Midway has discontinued Saturn development. Which companies are still putting out Saturn titles?
3. Are there any more excellent games like Dragon Force and Fighters Megarix coming out soon that might make Saturn have some kind of comeback?
4. For Command & Conquer on Sega Saturn, I've beaten 3 on the N64 disk, how the heck do you "overwhelm" the prison without destroying it?

Camaron C. Stearns Jr.
Baltimore, MD

1. Christmas NIGHTS was available for rental at Blockbuster Video for a limited time and it was also given away for free through various channels (which we won't get into). However, if you're really interested were sure you could find it at a used retailer.

2 & 3. We don't want to say no, but it seems like we hear about yet another company (or game) that has withdrawn from Saturn production on a weekly basis. Third parties have become a very tired bunch in recent years and don't like walking on shaky ground. However, there are some companies that are sticking around. Working Designs will remain one of the Saturn's premier developers and Electronic Arts will continue to put out Saturn versions of many of their games. Also, Capcom will be releasing a Saturn version of Resident Evil. Most people's attitude is that the Saturn is a sinking ship right now, but it's not a bad system. If you own one, it's definitely worth your while to hold on to it through the next Christmas season. (You can look at

the complete list of upcoming Saturn titles in our E3 feature on page 14.)

4. Try using engineers to take over the prison. If that doesn't work, destroy everything and everything except for the prison. Remember, when playing Ned it's always good to destroy everything in sight (especially churches), so this will often yield large crates of money. Of course, you may want to leave some towns intact if it suits your strategy. They can make great buffer zones between you and enemy invading, particularly if you mix in some additional barriers and defenses.

Res 2 and the Net Yaroze

I have a few questions.

1. All the pictures I've seen at Resident Evil 2 have the same 4-7 zombie cape on them. Do you know whether there will be big guys like the 357 magnum in the game?
2. With a computer like a 486DX2, will the Net Yaroze run like Doom on a 386SX (cheap)?
3. I love RPGs, so I was hoping you'd tell me which ones could have been made with the Yaroze.
4. What level of math and knowledge of computer programming would I need to use the Net Yaroze?

Namachus
Medic, IN

1. All the pictures you've seen of Resident Evil 2 are the same because no one has a preliminary version of the game yet. Capcom has given themselves plenty of extra time to make Res 2 into something truly amazing, so we doubt that the guys will be disappointed.
2. You're making a software analogy to an issue of hardware compatibility. If anything, the PlayStation will probably be slowing the PC down. In terms of raw hardware power (RAM, processing speed), PCs win out. The reason console games are still impressive, even when compared to the PC, is that consoles are designed specifically for games and their programmers tend to be more efficient than PC programmers due to the constraints they have to work under. Besides, the PC is only there to program your games, the PlayStation is used to play them.

3. This is a hard question to answer because no one has put out a killer Net Yaroze game yet. We're not entirely sure of how limiting the software and hardware will be, but the beauty of an RPG is that it doesn't necessarily need killer graphics to be a great game. We're sure many people will love Wild Arms even after Final Fantasy VII comes out (which isn't to say Wild Arms is graphically weak).

4. Unless you're a wit kid, we can't imagine anything short of an intense high school level education in math

and programming as adequate for using the Net Yaroze. (Note: Just starting to understand Pascal is not what we mean by intense.) If you're planning on getting a Yaroze, make sure you're one of those people who can stick with something for the long haul. Learning to program and design games is a whole different world aside from the rest of the software industry and it will take quite some time to learn how to do it yourself. As far as math goes, geometry and logic are probably the two fields you need to excel in for doing games. Trust us, we've seen vid programmers in action and you wouldn't believe how quickly and efficiently these people race through code. The Net Yaroze is not for people who are afraid to learn something on their own. This probably rules out about 88% of the US population.

Duke Nukem, A Wholesome Kind of Guy

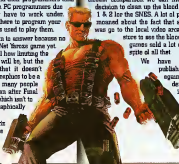
Recently, I was talking to my friend about Doom 64. We both disliked it, as the controls were very hard to get used to. Then I brought up Duke Nukem 3D. My friend said he had heard rumors on the internet that Duke Nukem 3D was coming out for the Nintendo 64. He also said that parts of the bar will be removed, because Nintendo won't increase the game if they aren't. Can you confirm these rumors?

PS. Have you stopped publishing 16 bit game system reviews? Why?

Your Fax,
Derek Brunsford

Nintendo, ever mindful of the parents involved, will be censoring up Duke Nukem to an extent for the most part, it appears as though all of the original levels will remain intact with only minor modifications. Those weapons in the stinky bikini, for instance, will be wearing skimpy T-shirts instead. Luckily, the T-shirts will have very politically incorrect statements on them, and ET says that the game should have even more blood than the original. It all comes down to whether you like Duke for his action, or, its other stuff. The closest comparison we can make is Nintendo's decision to clean up the blood in Mortal Kombat 1 & 2 for the SNES. A lot of people whined and moaned about the fact that all they had to do was go to the local video arcade or department store to see the blood anyway, but both games sold a lot of SNES copies in spite of all that.

We have actually started publishing 16-bit reviews again due to popular demand. As we said in our last issue, we hope to expand Classic beyond a page, but that's still in the works.



A Popular Misconception, But We Forgive You

To start, I want to say that your magazine is the greatest. I'm thrilled with my subscription. In your June issue, you previewed a game for PS-X called *Croc*. The game looks awesome and I can't wait for it to hit the U.S. Seriously, I can't wait I wanted to know if I could buy it in Japan and have it sent to my house, and how much it would cost me. Please tell me the address of the factory I can buy it at.

Nevin Haley
Anniston, CT

Croc will not be out in Japan before the U.S. Believe it or not, Nevin, not all games are made in Japan. In fact, many of the best ones come out here first. *Croc*, *Twisted Metal 2*, and *Rally Cross* were all developed right here in the United States. *Tomb Raider*, *Wipacast XL*, and *Destruction Derby 2* were

all spawned from European companies. By no means does Japan have a monopoly on video. The company responsible for creating *Croc* is Argonaut Software in Europe. The game will be published here in the states, however, by Fox Interactive, so you'll have to wait until the game hits the shelves this holiday season. Besides, no matter how good it looks, you should really look at our reviews before buying a game. We do our best to get them out before or at about the same time a game hits the stores. That *Croc* is a stunning graphical achievement on the PlayStation is impossible to deny, but there are many other factors that go into making a game fun and those won't be evaluated until we see a final version of the game.

Finally, Someone Who Understands

I'm going to make a bold statement: "I miss the NES!" Sure, today's games have awesome mind-blowing graphics, realistic sound, and intricate storylines, but they lack the consistent quality that the NES had. For too many games these days are just plain awful, but with the NES, there were few games that were anything less than "okay." So what if the graphics weren't "3-D," and so what if all their attempts at audio dialogue sounded like someone with a vocoder? They were still fun! Many games that started on the NES are still going strong to this day, almost 12 years later! If you think about it, the NES lasted longer than the SNES

(5 years). I miss the days of side-scrolling action platform games and games with simple names like "Baseball Stars" and "Golf," not "36 Amazing Holes Presented by Some Magazine Starring Some Guy." I miss that revolutionary controller with its Select, Start, A, and B buttons. Now we have buttons with obscure symbols like a triangle. What's up with that? Don't get me wrong I'm excited by how far games have come, but no era will be better than the "NES Era." Am I alone in these thoughts?

Chris Hodges
Chicago, IL

Not at all. We have great memories of playing video on the NES. Never again will a company have control of a market like Nintendo had with the NES. However, we think you might be using selective memory when you say the NES didn't have very many games published on it, because there are tons. Probably just as many as the PlayStation or the Gamecube. As a matter of fact, every system from the beginning has had its fair share of boring and annoying games. But that's just the nature of gaming. We remember the good and try our best to forget the junk. Long live video games!

AUGUST WINNER

ALLEN OLIVER
ALEX, VA



Now these guys know how to dress - just look at those flame pants!

Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best d'm envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in *GI* and you'll receive a video game prize from the Game Informer vault.

Greg Lehman
St. Paul, MN
Got what?



Josh Gilbert
Glendale, WI
We love the one of Motaro choking himself...it's funny!

Courtland Jenkins
Lansing, MI
Go ahead...try and pull his finger!



Josh Gilbert
Glendale, WI
Maybe Canney and Chun Li should have stayed away from the cheese cake.

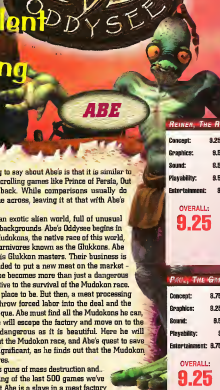
Long Nguyen
San Jose, CA

Even after numerous attempts by the artist, the super heroes still wouldn't smile.

Lorue Binder
Los Angeles, CA
Now what's that bear trying to do?



When Great Gaming and Excellent Storytelling Collide



- Star 1-CD-ROM**
- SPlayer - 1-Player (2-Player), Amazing Action/Adventure**
- Special Feature: Scenicity**
Awarded Scenicview, Wide Range of Character Skills (Warrior, Amazon, Berserker, Mist Control, Spellling, Healing, Runic Arts, Throwing, Memory Card and Password Save, Unique World, Unlimited Characters, 15 Levels, Over 700 Items)
- Created by: GIGAWATT Inc.**
OT Interface
- Available September 12 (in US)**
PlayStation

► **THE BOTTOM LINE** 9.25

The fastest and easiest thing to say about Abe's is that it is similar to other well animated side-scrolling games like *Prince of Persia*, *Out of This World*, and *Flashback*. While comparisons usually do justice to most of the games we come across, leaving it at that with Abe's isn't even telling half the story.

The entire game takes place in an exotic alien world, full of unusual characters and beautifully rendered backgrounds. Abe's Odyssey begins in a sinister meat factory where the Mudokkuns, the native race of this world, work as slaves to a race of nasty carnivores known as the Glukkons. Abe has just witnessed a meeting of his Glukkon masters. Their business is not going well and they have decided to put a new meat on the market—namely, Abe and his people. Escape becomes more than just a dangerous risk for freedom. It is now imperative to the survival of the Mudokkon race.

The first level is a pretty grim place to be. But then, a meat processing factory is never a pretty place. Throw forced labor into the deal and the picture becomes even more grotesque. Abe must find all the Mudokon he can, and set them free. Eventually Abe will escape the factory and move on to the outer world, a place that is as dangerous as it is beautiful. Here he will discover many hidden truths about the Mudokon race, and Abe's quest to save his people becomes even more significant, as he finds out that the Mudokon were once much greater than slaves.

So you beat up guard, take his guns of mass destruction and oops, wrong game. (We were thinking of the last 500 games we've played.) The fact of the matter is that Abe is a slave in a meat factory who is about to become the latest wurst. Fortunately there are two things your masters aren't counting on – your wife and Abe's unusual shamanic powers. By chanting the songs of the Mudokon, Abe can mind control certain enemies. Chanting also allows him to open up the mysterious birdgates that are located throughout Oddworld. When forced to reveal their true nature, the birds come together to create a glowing gate that will allow inflow Mudokons to escape. Most of these gates require concentration and disappear when Abe stops chanting. There are also special gates that stay open and allow Abe to teleport to other areas.

Mudokons are not always right next to a gate, so the game's creators have developed a special system called Gamespeak to help Abe communicate his needs. First, say hello to get their attention and then ask them to follow Abe to the nearest gate. If danger lies ahead, Abe can tell them to wait for a while until he takes care of it. If you need to express frustration, Abe can even curse-in

REINER, THE RASING GMAER

[illegible]

OVERALL:
9.25

Part IV: The Game Professor

Concept:	8.75	"Given the success of the 15-bit
Graphics:	8.25	Flashback, I'm surprised that Oddworld
Sound:	9.5	is really the first developer to use
Playability:	9.5	awesome little 1-bit-like hand-drawn
Entertainment:	8.75	or fancy weapons, but the ingenuity
		behind the humor and story of the
		game is extremely impressive. For the
		most
		part, Odd's really a great example of
		your situation and then execute a
		series
		of moves to advance to the next
		level.
		Understanding, it can become frustrating
		to keep trying and failing, but the reward
		of seeing your next right move
		of guiding the execution right. From the
		sound, beautiful animation, superb
		character design, and tremendous
		voice work, Odd is a truly unique
		collection of games. Great 4.0!"

OVERALL:
9.25

OVERALL
9.25

How The Girls Got It

Concept:	Anyone who loved <i>Flashback</i> will love <i>Alone</i> .
Graphics:	8.25
Sound:	8.75
Playability:	8.75
Entertainment:	8.75
OVERALL:	9

Anyone who loved *Flashback* will love *Alone*. Anyone who was frustrated with *Flashback* should take a second look at this game. *Alone* is a first-person shooter that is extremely difficult, and fun or involves death is a row can be frustrating. The payoff is well worth it. The payoff level is two-fold. On the one hand, the game is outstanding, on the other hand, making headway into new boards leaves a sweet taste of gaming satisfaction. As for the graphics, it's found a way to make the background look like every board. The art of *Alone* is started with a grand vision that never loses sight. The storyline is excellent as well. Give *Alone* a try, it's a game that's great to play.

OVERALL
9

COVER
STORY

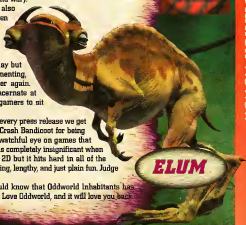
Mudokon. In addition to speech, Abe can also fart, whistle and laugh. At first, these things seem unnecessary but cool. Rest assured - you will need to take advantage of Abe's full complement of abilities in order to beat this arduous quest.

Abe doesn't tote guns, but years of slavery have made him strong and wary. He jumps, runs, sneaks, and hoists himself up to freedom. He can also throw objects like rocks and grenades at different angles. Usually, when the main character of a game has such a wide variety of abilities, control becomes awkward and frustrating. In Abe's case, this is far from the truth. The game is very easy to learn and control becomes second nature in a matter of minutes.

Abe's Oddyssey is one of those games that lacks simultaneous play but could easily keep a group of gamers entertained by watching, commenting, and taking turns at trying to get past certain areas over and over again. Fortunately, your "lives" are unlimited and you automatically reincarnate at certain points in the game once you get past them. This will allow gamers to sit around and take turns into the wee hours of the night.

For the last year or so, the industry has hit a 3D frenzy. It seems like every press release we get is emblazoned with the words "true 3D" or "nonlinear." People knocked Crash Bandicoot for being limited to a path. It's even been rumored that Sony keeps a stern and watchful eye on games that aren't three dimensional. In the end, all of this squabble about 2D vs. 3D is completely insignificant when measured up to what makes a game worth playing. Abe is technically 2D but it huts hard in all of the important places. It's beautiful, involving, easy to play, thoroughly challenging, lengthy, and just plain fun. Judge a game for that, not whether it has a third 'D'.

On a final note, if you love this game like we do, then you should know that Oddworld Inhabitants has enough artistic and storyboard material to do five more Oddworld games. Love Oddworld, and it will love you back.



Level Overview:

Abe's is a very long and complex game with great variety among its fifteen levels. Each level is intricately detailed and always contains a number of surprises.

Rupture Farms (1)

Meat and slavery are two words that don't paint a pretty picture. You must escape this meat processing plant from Hell and save as many Mudokons as you can find. Once you leave, any remaining Mudokons will die. Your chief enemy on this level is the Slog. Fortunately, the Slog have weak minds that can be controlled through chanting.



Stockyard Escape (2)

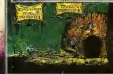
You've escaped the security guards in the factory. Now you need to dodge laser motion sensing beams while avoiding the terrible jaws of the Scrabs that lurk in pits below. Towards the end of the level you will meet the counterpart of the Slog - the Slog. In later levels you will be able to give the Slog commands by controlling the Slog.



SLIG

Monsaic Lines (3)

Here you will discover the true urgency of Abe's quest. The world must be returned to a state of balance, and yes, the Scrabs and Paramites need your help as well. Both species are considered holy by the Mudokons (unfortunately, they tend to see the Mudokons as lunch). Helping them will help you, by giving Abe greater power over his chant ability. At the end of this level, you will be given a choice between learning the ways of the Paramite or the Scrab. It doesn't really matter which one you choose, because you'll need to learn both eventually. Once you've overcome the hazards of both the Paramites and the Scrabs, you will be able to receive great power from other Mudokons and special birdgates in future levels.



Paramonia (4a)

Here, you begin your journey to the Paramonian Temple. Fortunately, a faithful Eum stands awaits you.

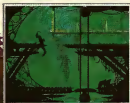


Paramonian Nests (4c)

This is definitely the most frightening place in the whole game. You will be in a constant struggle for survival, moving from bad situations to even worse situations. Quick-thinking and reflexes are your best bets on this level.

Paramonian Temple (4b)

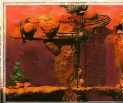
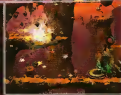
This is probably one of the most frightening places in the game. Remember the rules, Paramites will only attack you if they outnumber you, or if they feel cornered. If you throw meat, they will always go for that first. At the beginning of the Paramonian Temple, you will have the delightful opportunity to mind control a Slog and tell his Slog to hunt down other Slog.



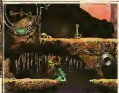
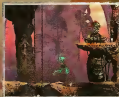
PARAMITE

Scrabania (5a)

The land of the Scrabs is a harsh, desert environment. The only thing you need to know about Scrabs is what you already learned in the stockyards – run and grab hold of the first ledge you see!



MO



Scrabanian Temple (5b)

At the beginning of the Scrab Temple you will need to move quickly between rocks, or the Sligs in the background will nail you. The temple itself contains a number of Scrabs and other hazards. Once again, be prepared to move fast!

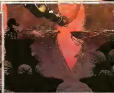
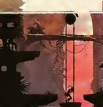
Scrabanian Nests (5c)

The Scrabanian Nests won't require you to think quite as carefully as you needed to in the Paramonian Nests, but you will need to move a lot faster. The second you stop, you die.



Stockyards (6)

It is time to return to the factories and save the rest of your people. It is also time for revenge against your former masters. Unfortunately, after the last ruckus you caused, security has been upped to a great degree. You will recognize some of the terrain, but the enemies and traps are all new.



The Boardroom (8)

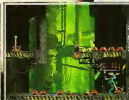
This is the last level. You will have two minutes to cruise through a number of defenses, liberate one last Mudokon (to gain a power boost), find the place where all the decisions are made, and make a formal complaint. The boardroom is cool, so we don't want to give away the ending, but we can tell you that it's very gratifying.



The Zulags (7)

There are four different labor camps that you will need to liberate before the final showdown. Some of them intersect with your old station at Rupture Farms. Be warned though. Things may look the same, but they are very different.

LUCK



Play to Perfection:

A Guide to Mastering the Game

Unfortunately, we didn't get quite as much time with *Abe's Oddysee* as we would have liked before deadline reared its ugly head, but we figure a little strategy is better than no strategy, and the first two levels of this game have plenty of secrets and tricky situations. Crumming it all in took some doing so we numbered the text to help you follow it.

Rupture Farms

There are 28 Muddokons to be found on this level. To get a good ending you must rescue at least 50. We've given you all of the secret locations for finding more Muddokons, but you'll have to figure out the puzzles in these areas yourself. If you figure everything out, you'll be able to finish the level with all 28.

The first screen is a good place to become accustomed to all of Abe's different abilities. Check the controls menu for a list of his moves. Three Muddokons are lying out down below. Walk behind the barrels in the foreground and push down. Once you're alone, move on.

Enter the door that leads to the background and move right to the next screen. What the guard has moved back to his previous screen, enter the door that leads to the foreground and go right. (Fig. A)

Use the guard to kill the sleeping guard three screens to the right. Destroy the guard under your control. Now you will need to talk to your Muddokon friends and bring them over to the elevator by the dim-witted sleeping guard. (On the way there, you will notice a chain hanging from above; pull it and run quickly to the trapdoor to help your Muddokon go down to the circle of birds and chant, creating a gateway for five friends to escape through. Enter the gateway to move on to the next screen. (Fig. C)

Free the two Muddokons at the bird gate, two screens to the right. (Fig. D)

Once you reach the door, enter it and then come back up again (reaching the lower level allows you to continue there). Now move on to the right. (Fig. E)

Use your rolling ability to move under the meat grinder. Don't mess with the lever for now. Move to the next room on the right.

Talk to the Muddokon who is hidden in the shadows and get him to move over to the screen to the left. If you get them between the mashers. The masher on the right will be moving more slowly than the one on the left. Leave them there and go back to the screen where you found them. Now move the masher to the right to attack the assassin of a Slig. Wait for the Slig to make a sound before quickly running back to the left and into the shadow area on the previous screen. Stand close enough to the lever so that you can activate it without leaving the shadows (you don't have to be completely in the dark for this to work). Wait for the Slig to stop for a moment and hit the lever. (Fig. H)

Get off the elevator once you reach the platform and move to your left. Stay short a couple spaces from the edge. The platform below you is mined. Throw the grenades at a high angle (back). Back up to activate the mine. Drop down to that platform, jump off of its edge and drop. The second row of the ground on the next screen, roll into a pit and move to the left to kill the lever. Remember, if you haven't saved all the Muddokons at this point, the rewarder will die when you leave. (Fig. J)



Use a regular jump to get over the first batch of mines. Then roll and jump to get over the second and on to the next screen. (You will want to come back here later with grenades to blow up the second batch of mines. A bonus area with two Muddokons lies hidden behind one of the barrels in the foreground.)

Walk over to the guard and the Muddokon worker (don't worry about attacking yet) and on to the next screen. Jump up to the ledge and sneak back to the left. Sneak past the guard and hit the lever to turn on the electrical barrier. (Before capturing you may wish to Abate the two Muddokons down below. The secret entrance is behind the barrel in the foreground.) Now sneak back to the screen on the right, jump up to the upper level via the ledge on the upper left, move to the left, and mind control the guard. (Fig. B)

Jump up to the ledge and move to the next screen. Attempting to control the guard on this screen will warrant a non-lethal zap from the security drone. Use the lever to send this guard into the pit. Wait a few seconds, let the lever again and run to the open trap door to find a hidden area with three Muddokons. (Fig. C)

Move over to the next screen. Use regular jumps to get over the holes right after the meat gate.

On the next screen, move up to the bomb and crouch next to it. Hit the square button right after it flashes red for the third time to deactivate it. Jump onto the ledge and move on.

On this screen, do not use mind control until you have removed one of the guards by hitting the lever while the guard is standing near a trap door. Hit the lever on the ledge to the right to deactivate the electric field on the previous screen. Move the Muddokon into where a burglar is no longer blocked and you'll find. Move back to the screen where you found the Muddokon. Jump up to the platform to the right and continue on to the next screen.

Before moving, use the chant to control and destroy the Slig in the background. Now duck and roll to move beyond the gate and get to the next screen. Ignore the Muddokon until later.

Jump up to the ledge and deactivate the meat masher by hitting the lever. Stay on the ledge and move to the next screen. The Muddokon has opened to the left and move him to this previous screen with the bird gate. Tell the Muddokon to wait. Now go right, past the place where you just mind controlled the Slig. You will be to an area with a shadowy place of equipment. There is a Muddokon hidden in the shadows. Get him to follow you back to the bird gate with the other two Muddokons. Chant to activate all three of them. (Fig. I)

In the next area there are two Muddokons. Lead them back to the same place where you left the last two. Hit the lever and the masher on the left starts moving more slowly. Now move the Muddokons to the last burglar you used (five screens to the left). Once you've found the mine, return to the pit with the door in it (four screens left of the area where you have mind controlled the Muddokons). Enter the door to go to the lower level, and move on to the left.

In the next area, you will see a Slig on a platform above you. Run to the left before he gets a chance to drop mines and shoot you. This area features a grenade dispenser. Pick up grenades and chuck them over to the screen that you were just on. Eventually you will get lucky and you won't hear Slig walking back and forth anymore. Pick up another grenade and take the elevator up to a new screen. (Fig. J)

Stockyard Escape

Like the Factory, this area has many hidden bonus areas where you can save more Muddokons. We're not sure if we found all of these hidden places, but we certainly found a lot of them.

Jump over the mines and walk to the next screen.

Before you do anything, use the chart to activate the bridge; hidden in the shadows below to save it. Muddokon about to be: show it by the Slog. In order to get by the lower, stop before they pass over you, or you can just duck and roll straight through there to avoid the Slog when the alarm goes off. [Pg. A]



Wait for the laser to be moving away from you towards the left. Once it passes the invisible platform, jump. Wait for it to pass over you before jumping and moving on to the next screen.

Jump over the platforms to avoid being in the hole. Nothing new here.

Jump over the pit with the mines and move on.

Jump over the mine with a regular jump, and fall into the pit before the Slog gets a chance to make up and shoot you. When the Slog turns his back to you and starts heading to the left, climb out of the hole and sneak over to the rock on the left. If the Slog wasn't too far ahead of you, continue to move on to the next screen. Otherwise, wait for him to walk past you again, before sneaking off to the next screen. [Pg. C]



Two screens later, there is a wire gap that must be cleared by making a running jump. You can find additional Muddokons to save by holding on to the left ledge and dropping down. To continue on, however, move to the left.

You will see a Slog walking on the ledge below you. Continue to move left. The Slog will follow you to the next screen. Get as close to the edge as possible. The second the Slog reaches off the screen to the right, drop down, back into a ball, arm the explosive, and get back up to the upper ledge as quickly as possible. Back up into the right-hand corner and enjoy the fireworks. You can enter the same secret area as the one mentioned above by making it to the screen on the right along the lower ledge.

Drop down and you will find a bridge. To continue on towards your final destination, however, jump up to the ledge in the upper left and go to the next area. Make sure you pick up some rocks from the sack hanging in the place where you first saw the Slog. [Pg. E]



On the screen where you just became acquainted with your first Slog, you will see a former level that seems to lead nowhere. Go one more screen to the left, hop down and move to the right to get there. Dangle and drop off of the ledge to get to an area where you can save more Muddokons. To get closer to the end, continue to move up the left, until you get to another Slog. Move on the Slog to the left, hold onto and up to throw a rock over the Slog and on to the mine beyond him. Continue on.

The Slog on the upper level is sleeping. Sneak until you're directly underneath him and throw a rock (under and up) to disturb the mine behind him. Go back and get more rocks to disturb the rest of the mines. [Pg. G]

On the next screen you will need to dangle and drop off of the cliff. Congratulations and welcome to a really cool FMV clip and the next level.



SLOG

Run and jump over the Slog pit. To save more Muddokons, jump into the pit on the right and find a hidden door in the lower right hand corner. This will move you into the background where you will need to move left until you reach a bridge. Open it (by dangle) and enter. Flashing this area will bring you back to where you started.

In the next area, there is a pit that is too wide to jump over. When the Slog is moving towards you and is about two thirds of the way across the bottom, roll off the ledge, land, and do a quick running jump to catch the ledge on the other side. Pull yourself up as quickly as possible. [Pg. B]



off the ledge, land, and do a quick running jump to catch the ledge on the other side. Pull yourself up as quickly as possible. [Pg. B]

Hide behind the first rock you see. Your next safety point is the little rock in the lower left. Try and time it so that you can jump off the ledge and move quickly to that point right after the Slog on the lower level leaves the screen. You'll need to time it so that the Slog on the upper level is gone as well. Curl up into a ball and hide behind the rock. The moment the lower level Slog passes, you roll to the next level and jump. Don't worry if you fall to your death, as you will have reached the next concrete point.

This area has a bomb similar to the one you discovered before. It seems to be a red flaring. Don't spend too much time messing around with it. To the right (in the shadows) is a bridge that leads to another bonus Muddokon area that we will have you to figure out. Just don't get it open. The drone overhead will zap you with a non-lethal blast, but not before the gate opens. Sneak to the left to get to the next area.

Hide behind the rock until the two Slog start walking closely together. The moment they turn in front of the rock and start walking to the left, sneak after them and jump the distance you get to the ledge. Timing is crucial. [Pg. D]



This cliff is risky because the bats will sometimes cause you to fall off. Your safest bet is to jump off. You will fall into a resounding splat on the next concrete area, preserving all of your progress up to the point of your demise. In the place where you have spotted there is an area to the right that will allow you the opportunity to save more Muddokons. (If you're just seeking the end of the level, get onto the lower ledge, roll into a ball and move left to the next area.)



Move up about an Ate-length and throw a rock from the crouching position (Circle and Left). The rock will hit the mine and blow up the sleeping guard. Move on to the next area.

Do not move from your rock until the guard has just started to walk away from you. Sneak up to the second rock and roll for him to be walking away from you towards the right. Move up to the third rock and repeat the process to get to the next area.

Two screens to the left you will be in the domain of a new enemy, the Slog. To save Muddokons, go down to the lower level and roll. To continue on, snort yourself up on to the ledge in the upper left. Do a regular jump to get over the mine and move on to the next screen. Once you move up a couple of steps, the Slog will begin chasing you. Turn back to the previous screen and jump over the mine. The Slog's enthusiasm will do the rest. [Pg. F]



Sony Files High

Riding high on the wave of 15 million PlayStations sold worldwide, Sony was an obvious force at the show. Filled to the hilt with games, their booth was alive with action. Sony had 18 playable games on the floor including such notables as **Crash Bandicoot 2**, **Jet Moto 2**, **GameDay '98**, **Final Fantasy VII**, **Cardinal Syn**, and **Blasto**.

And that was just the beginning, since Sony had games from Sony Computer Entertainment Europe on display and numerous videos running of upcoming products (can you say **SaGa Frontier**?). Of course, it could be said that Sony suffered from a fair amount of sequels and a number of bad third-party titles, but overall they have the strongest line-up. In fact, we predict that the battle between Sony's sports division and EA Sports should be one of the most entertaining to watch in the year to come.

The Pack Gets Hungry

Even though the story of the show was games, it's still a dog eat dog world out there. Sony convinced Eidos to release **Tomb Raider 2** exclusively on the PlayStation (though Nintendo blatantly showed that Eidos is working on a game for the N64 that stars Lara Croft).

A number of companies made snide comments about competition, including Sega and Nintendo, who made it perfectly clear in our meetings that Sony may have lots of games, but that, in their opinion, almost all of the games coming out on the PlayStation are sequels or video game slag (who would've thought?). Luckily, the big three weren't the only ones in the action, as GT Interactive inked a deal to buy SingleTrac the day before the show started. Kemco looked for a publisher for its **Top Gear Rally** title, and Virgin scored yet another Disney game with **Hercules**.

Unfortunately, there were also companies that didn't do anything at the show. For instance, Nintendo, Virgin, Interplay, and Ocean all have tons of games announced on various systems, but only a handful appeared at the show. (Which is annoying to say the least.)

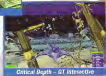
Wrap Up

In the end, this was one of the best shows in a number of years. Not only did the big three have a lot of good games, companies like Konami and Psygnosis had two of the best games of the show in **Metal Gear** and **Colony Wars**, respectively. Also, it seems that Acclaim just may be on the way back, though a few of their titles did need some work.

As for a final word, we would have to say that this show had more good, solid games than any show before, but it was sad to see that there wasn't a truly groundbreaking game to be found. Either way, you had best start saving your pennies because this next year looks to be the biggest yet for video games.



Shigeru Miyamoto, the most famous man in video games.



- **Robert Day**
- **Duke Hudson**
- **Dark Rider: Alan's Outpost**
- **Ultra Combat**
- **Unreal**

Handic

- **Progeny**
- **Real**
- **Reel World**
- **Rush**

Handic

- **Barbarian 64**
- **Dark Hunter**

Interplay

- **City Fighter Extreme**
- **Crash Bandicoot 2**
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Best of Show

This year's E3 was rather tame, and that's really wasn't any shocking revelations from the big three (Sega, Sony, and Nintendo). Instead, the battle for video game dominance was fought through the look and play of new software. All three companies had a fair share of excellent titles debuting at the show, but we all know only a few of them will be hits. Obviously, we're giving 70% of these games, and many of those have already received great coverage from us up here like *Star Fox 64*, *Final Fantasy VII*, and *Oddworld: Abe's Oddysee* will not be in this section, even though they deserve it. Here's the games that stand out as giving interest, and most Game Informers' Best of the Show list.



Galaxy Wars - PS-X

Publisher: Polygram

Take Star Wars, load the stuffed plush dolls, add more solid space-simulation qualities, and you've basically created the surface of Galaxy Wars. This game pumps out special effects like no other, and when you fly near a star, you're actually being blinded by its corona. This game has great graphics, controls, difficult music, and an excellent ending surrounded by lengthy FMV sequences.



NFL Blitz - PS-X

Publisher: EA Sports

Has holiday competition always meant better games, and this year is no exception. Now, Madden-based football, with its stick controls, is in depth coaching strategies and world arena mode. EA Sports has the top scoring line show, again. One of last year's problems last been mended, as the shot animations are much more realistic. It looks like last year's best just got better.



NFL Blitz '98 - PS-X

Publisher: Sony

We already knew the stars of this game last month and after extensive testing, this new version looks to be performing well. The double-deck version is incorporated nicely with the play control. This running game is especially affected by Sony's increased attention to detail.

(continued on page 20)

Superman 64 - N64

Publisher: Titus

Faster than a speeding bullet, Nintendo's 64-bit of raw power bring Superman to life. Since it's based on the animated series, there's no OTs, but "Mr. Luthor" will be in attendance. Fly, fight and take on the role of a mild-mannered reporter all while trying to rescue Lois Lane.

Bombberman 64 - N64

Publisher: Hudson

Bomb all night and bomb all day, Bomberman is here to stay. One of our favorite multi-player games, wasting opponents is "da-bomb." This 64-bit Bomberman includes both a classic 4-player battle mode and a new, open-ended adventure starring the Bomber himself. Bomb on.

Tetrisphere - N64

Publisher: Nintendo

Tetris on a sphere, it's Tetrisphere. A 3D version of everyone's favorite puzzle game might be just what the doctor ordered. Tetrisphere boasts six modes of play: Vs., Time Trial, Hide-and-Seek, Rescue, Puzzle and Vs. CPU. While it won't sell the 40,000,000 copies that Tetris did, the N64 is in dire need of a good puzzle game.

F-Zero 64 - N64

Publisher: Nintendo

Miyamoto's latest inspiration, F-Zero 64, will truly satisfy anyone's need for speed. The SNES version was sweet, but the N64 version leaves it in the dust. Basic racing controls coupled with mind bending speed will give the N64 an added bit of future-racing punch.



Galaxy Wars - Electronic Arts



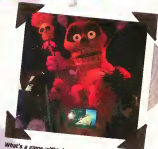
Pitfall 3D - Activision



F-Zero 64



Shadow Master - Polygram



What's a game without a witch doctor?

Star Wars: The Force Unleashed

Star Wars at E3, every week covering the show for the most part, had a list of predicted or highly anticipated games or hardware slated in their product pipelines. With the speculation, rumors, and anticipation growing prior to E3, it's hard not to be disappointed when games are unplayable, on videotape, or just absent from a publisher or developer's E3 exhibit. Here's just a few of the noticeably absent products from the recent gaming convention at Atlanta.

Donkey Kong Country 64 - N64

Publisher: Nintendo

Watching a monkey leap past the character in a Ramp-Knocks demo, Nintendo's product development manager, Koji Iwano, about the game's handling for multiple games. Was it a joke or did Nintendo have another handy card up their sleeve? I ask, this will be the first holiday without Donkey Kong in three years.

(continued on page 20)

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Sega Touring Car
Publisher: Sega
Now: Being a game that actually moves out, *Sega Touring Car* is the newest addition to Sega's vast racing lineup, and if you thought *Sega Rally* or *OutRun* was enjoyable, then wait until you see what *Touring Car* offers. As you crank out unimpeachable speeds, and zoom past nearly circling scenery, you'll see how clearly the title means its racing predecessor *Touring Car* is where it's at today!

Metal Gear - PS-X
Publisher: Konami
 Even though it was only running on a video tape, *Metal Gear* was quite possibly the coolest thing we've ever seen. This game looked like *Resident Evil*, but much more subtle oriented. Tons of weapons, items, and complicated missions are only the beginning of the vast array of awesome things in *Metal Gear*. In a 3D trek, you can run, crawl, sneak, sit on guys, sit their blood from behind, pull out a machine gun, kill everyone, and then dispose of the bodies. Now, head to the next room. Awesome!

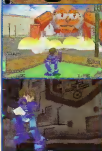
Resident Evil 2 - PS-X
Publisher: Capcom
 To us and our readers, *Resident Evil 2* was running on a videotape, but even was it cooler! From what we saw, the graphics here have greatly improved. The enemies are much bigger, more puzzles and obstacles are added, and you'll actually get to move around down with a machine gun. It's hard to get much better than this, since the first game is nearly flawless the way it is.

Parasol Dragon Sages - Saturn
Publisher: Sega
 What can we say? We loved the first two slower games, and *Parasol Sages* offers the same beautiful graphics with even more variety in gameplay. This is the first *Parasol* title with complete 360 degree fight capabilities, an extensive story line, and experience-based upgrades. If you give enough experience points, your dragon will morph into a more powerful beast. The life worth to evolve this cute baby of 30, but if you are a *Satan* owner, it's well worth the wait.

(continued on page 20)



Mega Man Neo



Resident Evil 2



Mega Man Neo - PS-X

Publisher: Capcom

3D Mega Man? That's right, and this mega of a man gets a whole new look with polygonal graphics. Our hero also comes mega-loaded with new abilities and weapons. In a break from tradition, *Mega Man* can now talk to other 3D characters via the talk button. Who says *Mega Man*'s tired?

Resident Evil 2 - PS-X

Publisher: Capcom

Unbelievable new monsters, weapons and death animations should create the scariest game of 1998. Enemies drop from grates and legless zombies crawl across the floor, there are machine guns and grenade launchers, and you can still choose from two characters. Ya want some more? Come 'n get it!

Metal Gear - PS-X

Publisher: Konami

I cheer, you cheer, we all cheer for 32-bit *Metal Gear*. The Invisible Ninja enemy, tactical espionage, insane explosions and unmerciful weapons just blew us away. This game made Reiner break out in a rash, Paul almost fainted, and Jon disappeared to the men's room for a few mysterious minutes. This is one to watch.

Cardinal Syn - PS-X

Publisher: Sony

One sin Sony pursued in earnest is gluttony, because *Syn*'s characters must just keep eating and eating. Even when compared to *Atari Game's* *Maze*, these characters are huge. Let's just hope Sony doesn't embrace the sin of sloth. It would be a shame to see this title delayed.



Quarterback Club '98 - Arcade



Discworld 2 - PlayStation



World Wide Soccer '98 - Sega



Shinobumaru - Dreamcast



That's one heck of a fighting force.



Metal Gear



Cardinal Syn



Mitoko on Disk Drive (MDD) - Nintendo
 Nintendo was up front with the announcement that their *Mitoko 94* add on would not be at the E3. It was scheduled to the Japanese market of last November's *Shogakukan* show in Tokyo, and was expected to land the game presentation to fans from the E3. However, although Nintendo said the hardware is complete, the company commented that the add-on is not yet ready for display. The MDD is still on schedule for a March release in Japan. The American release of the hardware was vaguely announced for the spring of '98. We can only speculate that to mean April or May. The games available at release should be *EarthBound 64*, *Micro Phil 64*, and *San City*.



Yoichi's Island 94 - N64
Publisher: Nintendo

For a game that is releasing in the fourth quarter of this year, *Yoichi's Island* was snubbed by Nintendo and *Rocky Bello-Roberto* and *Conker's Quest*. The *Nintendo 64* version of *Yoichi*, dubbed as a 2 1/2 D game, was only presented on videotape. Unfortunately, the package was nearly identical to what Nintendo provided last November.

(continued on page 20)

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Crash Bandicoot 2 - PS-X

Publisher: Sony

What else can we say except Crash 2 rocks hard. More innovation, more attention to detail, and more diversity make this sequel worthy as its predecessor. Crash 2 features a unique anti-gravity room with Crash's very own jet pack, a radical surfboard which you can perform tricks on, and amazing detail to level design.



Resonator - PS-X

Publisher: Unknown

Created by Brink Interactive, this was the only game in the Sony booth that was unrelated to current console, and with good reason. The game is truly unique to the world of fighting games. Blending good fighting action and awesome graphics, Resonator lets the player transform their character and switch into a vicious beast. Very cool. Let's hope this game finds a publisher!



Star Wars: Masters of the Force - PS-X

Publisher: LucasArts

It looks like Star Wars turns Bar Wars in this all-out brawler. Would Luke ever hit a woman? We'll find out, since all our favorite characters are available for play, including a new character named Arden Lyn. A Star Wars fighter would be the greatest Christmas present ever, let's just hope it's not a lump of coal.

Jet Moto 2 - PS-X

Publisher: Sony

Last year people looked at Jet Moto and said, "It's just trying to be like Wave Race man." Yeah right. A soundtrack like Pulp Fiction and totally unique play control made Jet Moto one of last year's most original games. Plus, it was hard. But you didn't finish it.

Disney's Hercules - PS-X

Publisher: Virgin

Boasting no resemblance to the cheesy TV action show, Disney's Hercules sports some nice animations and intriguing gameplay. The gameplay incorporates elements of 2D side-scrolling and 3D "into the screen" action, while Danny Devito and James Woods are a few examples of celebrity voice-overs. Although not a "bible simulator," since it's mythological, Hercules' ultimate quest is to become a god.

NBA Hardwood Heroes - PS-X

Publisher: Midway

New moves like boxing out, side and back shuffling (both on offense and defense), and give-n-goes mean Midway basketball is here to stay. All the fantasy elements are also included, like create and trade players and stat tracking. In addition, Midway promises a unique practice mode.

Aliens vs. Predator - PS-X

Publisher: Fox Interactive

Rebellion, the masterminds behind the Atari Jaguar AWP offering, are bringing the action back to the Sony PlayStation. But now, it will be completely polygonal with more gameplay options. When playing as the Alien you can crawl on any wall or ceiling and then drop down to ambush a predator or marine. This game is still far off, but in its present form, it looks really good.



MIA: Mission Impossible Aftermath - PS-X

Publisher: Namco

There's always plenty of arcade machines, but no lack of a console version. Yet, the game is still on schedule for a March '98 debut in the U.S. (December for Japan).

Virtua Fighter 3 - Saturn

Publisher: Sega

Still another game that had only arcade versions available for play, but Sega did announce that the Saturn version is currently in development.

World Kombat 4 - PS-X, N64

Publisher: Midway

Midway stated their desire to get this game to consoles in time for the 4th anniversary, but the game's release may slip as at press time, the game hadn't been tested. If this happens, the home strikes will more than likely slide to the second half of '98.

Truck: Street Hunter 2 - N64

Publisher: Acclaim

Truck can probably wait until for Acclaim while the successful debut on the N64. At the moment, Shodown seems to be taking up much of the Truck team's time. The PlayStation version of Truck is still in very early development stages.



Cool Boarders 2 - PS-X

Publisher: Sony

Only so the game is just a sequel, and the game has turned almost identical, but hey, we dig it. New features include the much needed two-player split-screen, bigger jumps, new tricks, and tricks gallery. If you like to shred, then you should ride Cool Boarders 2.



The Last World Arcade Machine - Arcade Publisher: Sega

Running on the Model 3 board, The Last World arcade experience is probably just as impressive as the master picture. The dramatic story is unbelievable, and at times may be too realistic. This is a typical gun game, but different gameplay styles and objectives packed with funny little chase scenes, and sure a comical monster make this game extremely addictive and a find to play.

(continues on page 23)



Nightmare Creatures



Panzer Dragoon Saga

Nightmare Creatures - PS-X

Publisher: Activision

This was by far one of the big software surprises at the show. Nightmare Creatures plays a lot like Tomb Raider, only with fighting style controls and battle-based gameplay. Nightmare creatures runs smoothly, and the animation on the playable characters is truly unique.

Panzer Dragoon Saga - Saturn

Publisher: Sega

Continuing the Panzer Dragoon story arc, Sega incorporates dragon morphing and exploration, coupled with real-time battles and 12 huge levels of RPG action. The dragon can utilize four different attacks as well as any weapon or item the player acquires. Edge, the hero of Saga, can explore with or without the dragon. Panzer Dragoon Saga is hot.

Sonic R - Saturn

Publisher: Sega

R you ready for a Sonic racing title? Sega looks to have gone the whole hog with Sonic R, a racing game that incorporates 3D action and even a museum dedicated to Sonic memories. While it wasn't what we expected from the boy in blue, any new Sonic game is always appreciated.



Sonic R

Sega Touring Car Championship - Saturn

Publisher: Sega

The latest arcade port from Sega, Touring Car really moves out. Torque engine feel and three circuit tracks comprise this racing tour de force. Each of the four cars demands a different racing style, and two players can compete via the split-screen. The analog control is as smooth as the arcade and the graphics are better than any Sega racer to date.



Publisher: Crystal Dynamics - Gamewell



Z-Mu 64 - Nintendo



Sega Rally: C & C Championship



Video games are about building bridges.

Legend of Zelda 64 - N64

Publisher: Nintendo

Another game that is on its way to Japan by year's end and another that Nintendo showed through their truly VCR.

Cave Story (Shovel) 64 - N64

Publisher: Kaname

Most likely, this game won't make it to the US N64 and its second half of next year.

Sonic - PS-X

Publisher: Unknown

The N64 has one, and the Saturn does too. What's with the supposed "market leading" platform following billed on software?

Sonic Extreme - Saturn

Publisher: Sega

The Saturn did get a new Sonic game in the form of Sonic R, but it turned out to be a weak attempt at duplicating Mike Kael. What's it a real deal?



Exodus - Sony



Parappa The Rappa - Sony



Naughty's Island 64 - Nintendo



NFL Face Off '98 - Sony

One - PS-X
Publisher: ABC Games
The word "buff" turns this game up. There's nothing better in a place like comic-book. And One digests the story. For example, in a comic book you usually destroy everything in your way, including innocent bystanders and buildings. One has great explosions, huge bosses, and dynamic lighting effects that not only show your strength.



Bangai-Kaze - N64

PlayStation
Guy is the most interesting character guys look like the Chuck E. Cheese mascot, but once into the game, these guys are all out in 'Sonic' style. And there's a lot of things to see who wears a backpack supporting his old-fashioned Kazeon and on the adventure you'll have freedom to control both of them. This game is a little bit, but features more features, more detail, and more dynamics in gameplay. You'll never know which is the best in this game area if this is a great variety of action and puzzle.



Gear Shift the Goats - PS-X

Publisher: Crystal Dynamics
All the mechanics of the original 3D0 offering are returned in this completely new-dimensional racing game. You'll have freedom to race anywhere in the land. One of the best, long from the ceiling, and the Goats' tongue when it comes to your battle your way through different scenarios in your hunt for the ultimate winner. Red Goats has a gorgeous appearance with extremely detailed character animations.



Tomb Raider 2 - PS-X

Publisher: Eidos
Lara Croft returns back in the highly anticipated sequel for the Sony PlayStation. The graphics in this game are almost identical to the first, but they are. Another Tomb Raider. Eidos kept most of the same ideas, weapons, and then out of the 3D demo for console versions, but it's evident that this adventure is going to be more than just the first. One of the best, long from the ceiling, and the Goats' tongue when it comes to your battle your way through different scenarios in your hunt for the ultimate winner. Red Goats has a gorgeous appearance with extremely detailed character animations.



Various News, Rumors, and Happenings at E3 - Atlanta

Sony Computer Entertainment Inc. (Japan) is currently developing a racing game tentatively called GT. An inside source called it "mind blowing." Midway is considering helping out Kameo with the publishing of Boss' Top Gear Rally for N64...After Sub-Zero, the next in the MK Mythologies saga will star Liu Kang...Game Informer editor Paul Anderson refused to set foot in the Georgia Dome...Crash Bandicoot 2: Cortex Strikes Back is rumored to be sold with the analog controller and without...LucasArts is in early development of a Star Wars RPG title...Modeled after the fighter Cardinal Syn, Sorcery is another fighter in the works from Sony...Game Informer editors exchanged "choice words" with hometown boy and Soul Asylum front man Dave Pirner after his performance at the Sony party...Konami of Japan's top N64 development team is a very competitive bunch and has vowed to top Metal Gear with a similarly styled game tentatively entitled Hybrid Heaven...If you have been waiting for the 64-bit 3D0 M2 system to be released by Matsushita, you'll have to keep waiting as the M2 has been put on indefinite hold...Nintendo was reportedly close to bringing Sting to perform at their pre-E3 extravaganza. Nintendo had the deal fall through and instead brought Mr. George Benson...Viacom is through with game publishing and GT Interactive has acquired the worldwide rights for all of Viacom's MTV brands...No trip to Atlanta would be complete without a stop at Six Flags. The Batman coaster is choice.

Did you know?

A breakdown of the number of console game sales announced for 1997 and 1998

Sony PlayStation - 120	Sega Genesis - 4
Sega Saturn - 47	Nintendo 64/DO - 3
Nintendo 64 - 89	Game Boy - 9
Super Nintendo - 9	Total - 340



Michaelsing's "The Punker"



Naughty Dog Buries the Bona At E3 By Jason Rubin of Naughty Dog

The Game Informer guys were everywhere at E3. I couldn't turn around without seeing at least one of them testing a game...or drooling over the wannabee "Lara Croft." They also spent a good deal of time near **Crash Bandicoot 2** where they shot the sheep with the Naughty Dog guys about the good and bad of the show. After hours of talking, they eventually asked me to shut up and write Naughty Dog's "developer's" opinion of E3 for this issue of GI. I grabbed Dave Baggett and Greg Omi, two of Naughty Dog's coders and we pounded keys...let's get to it.

Everyone at Naughty Dog agreed that this year's E3 showed far more promising titles than any other. Besides **Crash 2** (shameless plug) (PS-X) we will all be waiting in line for **Colony Wars** (PS-X), the Star Wars killer from Psygnosis; **Oddworld: Abe's Oddysee** (PS-X), best described as **Heart of Darkness** with a cannibalistic, alien plot; **Banjo-Kazooie** (N64), Rare's big title that features great character design and beautiful levels; **GeX 2** (PS-X), possibly the first good free-running PlayStation game console title; all of the Sony Sports titles (EA who?); **Parappa The Rappa** (PS-X); **FF VII** (PS-X); **Unreal** (PC); and the 3dfx **Tomb Raider 2** (PC).

From a technical standpoint, we were surprised that most developers have given up on good frame rates. There were some impressive exceptions (**Colony Wars**, **GeX 2**, and **Bushido Blade**), but almost every other 3D title had frequent, gameplay-spoiling frame rate bugs. It seems like developers went into E3 worried that other teams would outdo them graphically, and are compromising frame rates to get those extra polygons for "back-of-the-box" screen shots. Slugging down to 15 frames per second makes for great stills, but infuriating gameplay. To put things in perspective, if Naughty Dog were to allow **Crash 2** to slow from 30 to 15 frames per second 50% of the time, we could double our polygon count on every frame.

Likewise, we were astonished to see load times as long as a minute for some otherwise competent titles. There is no excuse for load times longer than a few seconds, even on CD's. Get out your stopwatch this winter. If a screen says Loading for more than 9 seconds, send the developer a lump of coal for Christmas.

Graphically, things look better than ever. The N64 had the pretty **Banjo-Kazooie**, but its looks were at the expense of frame rate in some areas. If Rare can speed it up, we'll buy it. More impressively, some PS-X titles are looking as good if not better! Various PlayStation titles are using software mip mapping, as well as software Z-buffers. Developers are peaking in more animation than ever, as well. I remember vividly when Miyamoto-san told Crash's producer, Mark Cerny, that the PS-X allowed for more textures, and the N64 allowed for more animation. This year we saw PS-X titles with more animation than Mario 64, and N64 titles with more textures than many PS-X titles!

Seag? Well...their arcade stuff is leagues ahead of anything else on the planet. We are looking forward to a strong launch of their next system.

Basically, Naughty Dog went away from E3 with sore thumbs and long winter wish lists. We'll avoid the games with slow frame rates and killer load times, and head for the ones with the best overall gameplay/graphic balance.

Looking for us to pick a winner at the show? Gamers...hands down.



NBA in the Zone '98 - Konami



Body Harvest - Nintendo

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**Game
Informer**
MAGAZINE

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Game Informer's

TOP TEN

Editor's Top Ten
Console Games for August

- 1 Rally Cross - PS-X
- 2 International Superstar Soccer 64 - N64
- 3 Resident Evil: Director's Cut - PS-X
- 4 Wild Arms - PS-X
- 5 FF VI - PS-X
- 6 Abe's Oddysee - PS-X
- 7 Tekken 2 - PS-X
- 8 Treasures of the Deep - PS-X
- 9 Triple Play 98 - PS-X
- 10 Star Fox 64 - N64

Reader's Top Ten
Console Games for August

- 1 Soul Blade - PS-X
- 2 Wild Arms - PS-X
- 3 Mario Kart 64 - N64
- 4 WCW Vs. the World - PS-X
- 5 Twisted Metal 2 - PS-X
- 6 Fighters Megamix - SS
- 7 Resident Evil - PS-X
- 8 Tomb Raider - PS-X, SS
- 9 Turric: Dinosaur Hunter - N64
- 10 Star Fox 64 - N64

Top Ten Videogame
Memes

- 1 Doom: Cyber Demon With the Chitauri - "Wyaahhh!"
- 2 Doom: Cyber Demon With the Berserk Pick - "Wyaahhh!"
- 3 Doom: Cyber Demon With Close-Range Rocket Launching - "Wyaahhh!"
- 4 Mario 64: Full Contact Death Match With Bowser - "Wyaahhh!"
- 5 Crash Bandicoot: Kick the Stupid Fish in the Head - "Wyaahhh!"
- 6 Mortal Kombat: Blocking and Special Moves are For Sissies - "Wyaahhh!"
- 7 Twisted Metal 2: Player Chicken With Dark Tooth - "Wyaahhh!"
- 8 Tekken: Try to Spell Your Name - "Wyaahhh!"
- 9 Super Mario: Solo Adventure - "Wyaahhh!"
- 10 Street Fighter: Take the "Earth First" Approach to Nuclear Power Plants - "Eh!"

Game Informer is looking for your Top Ten favorite games. Please send your Top Ten to Game Informer Magazine, Attn: Top Ten, 10218 West 16th Street, Eden Prairie, MN 55344. Everyone that enters every month will be entered in a drawing to win a GI Secret Arcade. (Good to get better!)

GT Interactive to Publish New SingleTrac Game

Winning the Game Informer award for "Best Developer of 1996" is only a mild accomplishment for SingleTrac. So far, their library of titles has been outstanding, and while we kick and scream for a Twisted Metal 3 and Warhawk 2, SingleTrac has moved on to a bigger project entitled **Critical Depth**. Slated to be an underwater mix of **Warhawk** and **Twisted Metal**, **Critical Depth** will be the first SingleTrac title not released by **Sony Computer Entertainment**. This time around, SingleTrac has chosen **GT Interactive** to carry this title to the **PlayStation** release racks. Strangely enough, Sony will still be publishing **Jet Moto 2**, produced in-house, and programmed by SingleTrac. The new relationship with GT Interactive could possibly be more future bound, where GT would publish SingleTrac's new N64 titles, and all of their new PS-X games. Remember, Sony has the rights to Twisted Metal, Warhawk, and Jet Moto, so you won't see these games on the N64.



EA and Maxis Merge

Electronic Arts and **Maxis** announced that they will merge by the end of August 1997. Maxis is best known for its "Sim" line of games including **Sim City**. Since Maxis is a company specializing in games for the **PC**, EA is hoping to bolster its appeal to PC and on-line gamers. The deal is probably good for Maxis too, since they'll be networked into EA's worldwide distribution system. Watch over the coming year as EA begins to go after the PC market in earnest, and maybe, just maybe, they'll bring the soon to be released **Sim City 3000** to the consoles.



Resident Evil for N64???

In an interview that was printed in the Japanese magazine, **Dengeki Nintendo 64**, Capcom Japan's **Yoshiki Okamoto** shed some light on their future **Nintendo 64** plans and has revealed concepts for future games. Here's what he said.



"We are researching the possibility of putting **Resident Evil** on a 128 megabit cartridge," stated Okamoto. He also went on to say that he is working through an idea of creating what he called "a ninja version of **Resident Evil**," complete with the weapons and

techniques befitting a true ninja. (Has this guy been spying on **Eidos' Ninja?**)

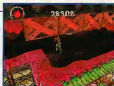
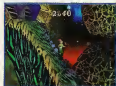
Obviously, these comments only reflect conceptual ideas and Capcom has not officially announced anything regarding their N64 projects.



Moles Infest the Game Boy

Even though **Nintendo** has focused most of their attention toward the **Nintendo 64**, they've still managed to keep **Game Boy** players happy by continually releasing new products. The newest title to "pop-up" is **Mole Mania**, a complicated puzzle game that plays very much like **Bombberman**, where you'll need to destroy obstacles and enemies that block you from the exit. There are eight gigantic worlds in **Mole Mania**, and over 170 challenging puzzles to solve. Two players can link up and compete in an intense match of speed and skill to see who can dig up and swallow the most cabbages within a given time. **Mole Mania** should be available now with an MSRP of \$19.95.





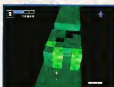
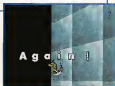
Pandemonium! 2 Invades the PlayStation

While this title is still in an early stage of development, we were fortunate enough to see some of the new features that **Crystal Dynamics** will incorporate into the same 'tethered to a track' gameplay. **Pandemonium! 2** is a direct sequel that uses the same engine as the first, and the same two characters, who now have a funkier appearance. The level designs are also much more vibrant and colorful. New moves in the game include ledge hanging and hand-over-hand monkey bar swinging. The game itself allows the player to have more freedom in the vast environments by giving them the chance to maneuver to different tracks. The big surprise in the game is a mech level where players fly forward through a scrolling tube. This level is the coolest new addition we've seen thus far, and surely it's only the beginning of the new level designs that await. **Pandemonium! 2** should hit the **PlayStation** this winter.

A Look At The PlayStation's First Exclusive Puzzle Game

It's rare that we get a new puzzle game in the office that isn't a ripoff of **Tetris**, but we were blessed with a new game from **Sony** called **Intelligent Qube. I.Q.**, as we like to call it, is a gaming frenzy that challenges you, beats you, and then insults your intelligence.

Intelligent Qube puts you in control of a little man who is standing on a large field of cubes. The object of the game is to capture (or remove) a wall of cubes that gradually rolls towards you before it pushes you off the edge or comes crashing down on top of you. Capture the tumbling wall without a mistake and you get a piece of the board back. Difficult? Yes. Fun? Very. Look for **Intelligent Qube** to hit the **PlayStation** later this month.



The Sony Analog Vs. The Nintendo Rumble Pak

Both **Nintendo** and **Sony** have devices to put a little feedback into your gaming experience. **Nintendo's Rumble Pak** was recently released along with **Star Fox 64** and **Sony's Analog Controller** has been available in Japan for a few months now. Both of these devices make use of a solenoid device that vibrates the controller during various points in gameplay. After some extensive play time with both of these feedback controllers, we thought we'd do a little comparison.

The first thing we noticed between the two is that the Sony analog controller packs a little less wallop than **Nintendo's Rumble Pak**. To Sony's advantage, the solenoid device is built into the controller so there are no clumsy add-ons or other peripherals to purchase. Plus, the Sony Analog doesn't require batteries (it works off the unit's power), unlike **Nintendo's Rumble Pak** that requires two AAA batteries to operate.

In the end, they are both fairly entertaining devices that should become standard fare for all console gaming in the future. If we had to say which unit was better built, we would have to go with the Sony. Partly because it doesn't require batteries, but mainly because you can use a memory card in conjunction with the force feedback (which is not possible on the Nintendo controller unless you switch them on the fly).

Unfortunately, Sony announced at the Electronic Entertainment Expo that the North American version of their analog controller will not include the feedback device. If you're looking for that experience you will have to find an import dealer to get the Japanese version.



Sony Again Reiterates Their Dominance

Sony Computer Entertainment, Inc. (SCEI) announced current worldwide hardware and software shipments while reiterating their position as "the leader in the video game industry."

According to SCEI, through the end of May, 16 million **PlayStations** have been shipped to retailers and distributors worldwide. Additionally, a whopping 114 million pieces of software have made their way through the distribution channels. Here's the full breakdown as announced by SCEI:

North America

4.8 Million PlayStations
30 Million Software Pieces Shipped

Japan

7.5 Million PlayStations
59 Million Software Pieces Shipped

Europe

3.7 Million PlayStations
25 Million Software Pieces Shipped



Sony Becomes An Official Sponsor of the NBA

In a recent press release, **Sony Corporation of America** announced a new marketing agreement with the National Basketball Association, making Sony an official sponsor of the NBA. This is the Sony's most expansive corporate sponsorship to date.

As quoted in the release, "Sony will have exclusive domestic promotion rights within the consumer electronics category, as well as additional rights which will benefit all participating Sony companies."

We're not sure what all this means, but it probably has to do with displaying Sony banners and advertisements around NBA venues and on television. Plus, it could very well be a great marketing piece for their **NBA Shoot Out** series for the **PS-X**.



Sony Goes Medieval With Cardinal Syn

As we reported in our July issue, **Sony Interactive** in Foster City is hard at work on a new 3D fighting game called **Cardinal Syn**. The game, developed by **Kronos**, will hopefully be released in January of 1998. The game is still early in development so many of the things we've learned about the game may change, though we would say the game looks quite impressive now.

Cardinal Syn features eight characters set in medieval times. Like **Tekken 2**, when you defeat the game with any of the characters, you will be greeted by an FMV ending and a new playable character. So by the time you're done kicking butt with all the characters, **Cardinal Syn** will have 18 playable characters.

The gameplay is set along the lines of **Soul Edge**, in that each character has a weapon, a parry, and three different attacks, but there are numerous other gameplay elements being worked into the title. There will be various spikes and pits to knock your opponents into, as well as Star Gladiator-styled finishing combos. Movement in the game will be translated much like **Bushido Blade**, in that you can hold a shoulder button and then move your character anywhere in the arena. This movement will come in handy for picking up various items such as health power-ups, weapon and shield upgrades (there is a shield icon on-screen that goes down whenever you block) and even bombs hidden in boxes around the arenas.

With all these incredible gameplay elements and some impressive graphics, this game will be one to watch in 1998.



Rob Leifeld's Youngblood Coming to PS-X

While **Rob Leifeld** has struggled with human anatomy, proportion, and perspective in his surprisingly popular comic series - **Youngblood**, it appears that he has done something right. **GT Interactive** is developing and publishing the very first **Youngblood** video game for the **Sony PlayStation**. While most would think this title should be strictly action, GT is fitting the game with less action and more RPG elements. As you can see from the screen shots, the look is very similar to **Konami's Project Overkill**. At times, the gameplay does resemble **Overkill**, but otherwise, you'll be controlling a party of characters, and the battles will be turn-based. **Youngblood** features all of your favorite characters like **Chepel**, **Badrock**, and **Riptide**. At press time, a tentative November release date was given, but don't be surprised if the date changes.



Conquer This!

Westwood Studios has announced that since 1995 their **Command & Conquer** series has sold in excess of five million units worldwide. The series includes **Command & Conquer** for PC, Macintosh, PlayStation, Saturn; **The Covert Operations** (a C&C add-on disc) for PC; **Command & Conquer Red Alert** for PC (and soon for PlayStation); and **Counterstrike** (the PC add-on mission for Red Alert).



Midway Begins Work on a New NFL Game - NBA Jam Style! Basketball Also In The Works

Game Informer spies have learned that **Midway Home Entertainment** is currently developing **NFL Blitz**, an "NBA Jam style" arcade title.



Details are for the most part scarce, but here's what we know. The game's development is being headed by Midway's **Mark Turmel**, whose credits include other Midway sports titles including **NBA Jam** and **Open Ice**. The game will be seven-on-seven football that is said to feature special moves and a new "47-way" directional stick (as opposed to standard 8-way). Midway has not developed a football game for the arcades since **High Impact** launched in the early '90s. An arcade port of **NFL Blitz** to the consoles should happen six to twelve months after the arcade release.

In other Midway sporting news, the **PlayStation** and **Nintendo 64** will get a new five-on-five basketball game tentatively entitled **NBA Hardwood Heroes**. It should make its way to the PS-X by the end of the year and release for the N64 in early '98. Midway comments that it will be an "[NBA] Live killer."

Look Out Evil! Here Comes the Fantastic Four!

Marvel Entertainment's band of genetic misfits is on its way to the **Sony PlayStation**, and we have **Acclaim Entertainment** to thank. From what we've heard and seen, **Fantastic Four** is strictly a best 'em up, now 'em down super hero title. Set in a third-person perspective, with secret first-person shooting stages, players will be able to choose from **Mr. Fantastic**, **The Invisible Woman**, **The Human Torch**, and **Thing**. Each character is equipped with at least thirty-five different moves, and three super duper special moves. Thus, you'll see Mr. F turn into a ball, and stretch his arm to ten feet in length. The Human Torch will "Flame On" and shoot fire balls out of his hands. Thing will pound villains to a pulp, and break stuff, while the Invisible Woman simply turns invisible. Acclaim has been keeping this title really quiet and it should have been released by now, but some contract issues came up with Marvel, and we'll have to wait for a new release date.



Jimmy Johnson Goes VR

Jimmy Johnson's Football for the **PlayStation** has been traded to more teams than **Herschel Walker** in the last few months and it appears as though **Interplay** is going to be the last to handle it.

The game was originally made by **GameTek**. The **Saturn** version was then sold to **Sega** and **Konami** picked up the **PS-X** version. Sega released their game as **NFL '97** and Konami appears to have sold the PS-X game to Interplay. The game will now be called - **Jimmy Johnson's VR Football '98**.

If you want a sneak peek of the gameplay, you can always check out Sega's release, but hopefully, Interplay will improve the game quite a bit before the release. Interplay stated that the game includes 124 video sequences involving coach Johnson, both the NFL and NFLPA licenses, all 30 stadiums, and "One Step" play calling.



Game Informer's Site O' The Month



Telaparc Game Gelsen
<http://telaparc.com/>

This site has both an English and Japanese version and is currently the first web site with information straight from Japan. Take a look and tell 'em Game Informer sent you.

VIDEO GAME



- 1 What company manufactured RoboRaid for the arcade?
- 2 What is the name of Abe's niece in Abe's Oddysee?
- 3 How many characters can you have in your party in Secret of Mana?
- 4 Mega Man first appeared on what console system?
- 5 What was the name of the first Sega console system?

(Answers on the bottom of page 31)



Name That Game!

This Studio 390 developed game featured a satirical, overly-messed galactic hero that looks suspiciously similar to Sony's upcoming **Plato** character. The whole point of the game was to gun down alien orbeds. It was released for the 390 in 1995. What game is it?

(Answer on the bottom of page 31)



Square USA Developing RPG Title, Confirms FF VIII

Parasite Eve is an action/RPG that is currently in development at **Square USA's** Los Angeles studio. Slated for release in Japan by the end of the year, it will likely not make it to the U.S. until sometime next year (yes, even though the game is being produced in the U.S.). **Parasite Eve** will utilize some of the same game engine components as **Final Fantasy VII**, but the game's plot is set in current day New York and is said to include more action elements, as in Square's **Chrono Trigger**. Look for more on Square's **Parasite Eve** in future issues of *Game Informer*.

In other Square news, company officials confirmed that they have begun preliminary work on **Final Fantasy VIII**.

SQUARE

Sega Ages Recreates Arcade Classics on Saturn

Working Designs, under their **SPAZ** label, will bring **Sega Ages**, a 3-games-in-1 arcade classic disc, to the Saturn late next month. It was not long ago that Sega's **After Burner**, **Out Run**, and **Space Harrier**, the games included on **Sega Ages**, were eating quarters at local arcades and then spawned not-so-perfect translations on the 16-bit **Sega Genesis**. However, with the increased processing power of 32-bit technology, **Sega Ages**, like many other retro compilation games, promises "arcade perfect" translations of the three games. This title should be out soon, but with **Working Designs**, you just never know.

Sega Saturn Gracefully Fails to #149

If you haven't been to a video game store lately, on June 3, **Sega of America** lowered the price of the **Sega Saturn** down to a competitive \$149.99, which matches both Nintendo's and Sony's current pricing. Sega also slashed the price on various **Genesis** and Saturn software and hardware. When confronted on the subject, Sega simply stated that this is the third step they've taken to give gamers the best deal around. The first step was the three free games, and the second was the "Buy Two Get One Free" software coupon offer. Below is a detailed listing of all the Sega products that are now more affordable. Plus, future **Sega Saturn** games will never exceed the \$49.99 price point. Excellent!

- **Sega Saturn** - \$149.99 (a \$50 reduction)
- **Sega Saturn W/Geme** - \$169.99 (a \$60 reduction)
- **Sega Saturn Net Link Solution Pack** - \$249.99 (a \$200 reduction)
- **Sega Saturn Net Link** - \$99.99 (a \$100 reduction)
- **Sega Genesis** - \$79.99 (a \$20 reduction)
- **Over 30 Sega Saturn Software Titles** - \$19.99 - \$39.99 (Including **NIGHTS**, **Virtua Cop 2**, **Sonic 3D Blast**, and **Fighting Vipers**)



Bandai Requests Merger Cancellation

The planned merger (see *GI News*, March '97) between **Sega** and **Bandai** has been canceled reportedly at the request of **Bandai**.

Various Japanese sources as well as Reuters, speculate that the merger, originally scheduled for October, was an ill-fated attempt by both companies to rectify their recent financial troubles; however, many financial analysts believed the merger would have a negative impact on both companies.

Both **Sega** and **Bandai** commented that they will still work together on various "product tie-ups."



BANDAI

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Nintendo and Alps Electric Co. Team Up to Create the 64DD

The **64DD** (Nintendo's N64 add-on) has been the subject of much consternation in the gaming industry. Who's involved with making it, and when's it coming out? We appear to have some tidbits of information on the subject for you. So here's the scoop.

Nintendo is working with **Alps Electric Co.** to develop a memory storage device for Nintendo's 64DD MO drive. The 64DD will debut in March (yes, it was delayed again) of next year for the Japanese market. It will cost 10,000 yen (about a hundred bucks) and is said to be launching with four titles.

While we're not certain as to the exact "device" Alps is contributing to the 64DD, we'll keep our eyes and ears on Alps in the coming months.



PGA Tour 98 Coming to PlayStation

Here in Minneapolis, golfing is usually over by the end of October, unless of course **Reiner** is on the green, then it lasts till November. Not so with most of the country, and not so with **EA Sports**. In a rare break from tradition, EA Sports will be releasing the **PC** version of **PGA Tour 98** first, with the **PlayStation** version to follow in October. Will EA Sports alter their classic tri-click swing interface? No one knows, but expect some great golf action this fall.

Also, EA Sports is trying to sign a big name golfer to endorse the product. Two hints: (1) It's not "Kelly Eckenroth," current top money winner on the EA Women's pro tour, and (2) It's not Fuzzy Zoeller. Maybe it's that Tiger guy?



Game Ice: The Solution to All Your PlayStation Problems?

In terms of games, **PlayStation** owners are probably the happiest console owners in the market right now. Unfortunately, this makes the many hardware problems of the PS-X all the more frustrating. Gamers have complained of overheating, breakdowns, and motor speed problems since the PlayStation first debuted two years ago. While a large number of these issues were due solely to people ignorantly putting

their machines down on their nice thick shag carpets, systems would sometimes overheat anyways. Why does this happen? Well, the vents are on the bottom of the machine (real winner of a design idea). Apparently someone forgot to tell **Sony** that hot air rises. Thus, even when not placed on a woolly carpet, sometimes problems can persist.

Introducing **Game Ice**, the latest in video game system maintenance. This cooling and ventilating system is supposed to keep your PlayStation running at optimal performance. Unfortunately, we don't have detailed statistics saying how many PlayStation problems are actually heat-related, but there have been a number of complaints that would seem to suggest there is some validity to the issue. The PlayStation Game Ice should be available sometime in the 3rd Quarter of this year.



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Video Game Trivia Answers

1. Williams
2. Modbox
3. Three
4. The 4-Inf Nintendo Entertainment System (NES)
5. Sega Master System

Name That Game Answer

Captain Quake

POWER OF THE FOX Sweepstakes

The evil Andross has once again waged war on the galaxy, and it's up to Fox McCloud and his gang of sharp shooting animal buddies to thwart his twisted plans. But Fox is going to need your help, and correctly solving the questions below will help give Fox the edge he needs. To enter, all you have to do is fill out this coupon (or something bearing that information) and send it to Game Informer.

Entry Form

Name: _____

Address _____ Apt.# _____

City _____ State _____

Zip _____ Age _____

Phone Number: () _____

ANSWERS:

#1 _____

#2 _____

#3 _____

#4 _____

#5 _____

Questions

- 1) Which of Star Fox's side-kicks looks like a frog?
- 2) What three vehicles do you man in Star Fox® 64?
- 3) What is the name of the Robot that drops off power-ups for Star Fox?
- 4) What is the name of the last planet in Star Fox® 64? (You know, where you fight Andross.)
- 5) What other video game system has Fox McCloud and the gang appeared on?

If you are successful in answering these questions correctly you will automatically be entered in the Power of the Fox Sweepstakes.

The winners will be chosen in a random drawing of all eligible entries. Nintendo of America Inc. and Game Informer are not responsible for illegible or mutilated entries. One entry per person please.

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PRIZES:

One (1) Grand Prize Winner will receive a Nintendo 64 Home Video Game System, a Star Fox® 64 video game cartridge with the Nintendo 64 Rumble Pak, a variety of three (3) color controllers, and three (3) additional Nintendo 64 Rumble Paks.

Five (5) Second Place Winners will receive a Star Fox® 64 video game cartridge with the Nintendo 64 Rumble Pak.

Five (5) Third Place Winners will receive an oversized Nintendo 64 T-shirt.

No purchase necessary. Opened to legal residents of the United States and Canada (excluding Quebec) with the exception of employees of Nintendo of America Inc. and Family, Inc. To enter, send the entry, along with your name, address, age and phone number, to: 10120 West 76th Street, Eden Prairie, MN 55344. All prizes are the property of the sponsor.

No cash alternative is offered. Offer void where prohibited, restricted or controlled by law. All entries must be received by September 1, 1997. Prizes are awarded on a random drawing basis. Winner's names will be selected by the sponsor. No purchase necessary. To enter, send the entry, along with your name, address, age and phone number, to: 10120 West 76th Street, Eden Prairie, MN 55344. All prizes are the property of the sponsor.



San Francisco Rush seems to take its inspiration from the driving of Karl Malden and Michael Douglas. Well, maybe not, but the streets in San Francisco are instantly recognizable. In this great American city, if you like to drive fast, then a good pair of shocks and some hefty tires will treat you well.

San Francisco Rush is a game that's all about air. Not hot air, which is what a lot of these new driving games are full of, but real air. The jumps in San Francisco Rush are some of the best ever found in a racing game. Often, these jumps come in a series. Usually, there's only a second or two to adjust before the next jump begins, which makes for a lot of spectacular crashes. Players can pick and



Take this left turn...



...head for the jump...



...and it's Yeeha!



Choose the Extreme car for a realistic driving experience.



The Streets of San Francisco

SAN FRANCISCO RUSH EXTREME RACING



In San Francisco Rush, alternate routes are everywhere.

choose which path to follow, and the alternate paths inevitably lead to bigger and better jumps.

Midway hopes to have eight tracks available for play, ranging from Beginner to Advanced to Expert. It will take a while to learn the tracks. Then consider the many short-cuts and alternate paths, and it's obvious that San Francisco Rush will pack a lot of playing time. There are also four cars immediately available for play, but serious players will want to pick the Extreme car in order to reach the rooftops and high bridges.

For those who don't know, San Francisco Rush was originally developed by Atari Games as an arcade game. With the recent disappointment of Cruis'n, it will be interesting to see if the N64 can produce 'Arcade Perfect' racers. At this point San Francisco Rush is definitely very impressive. The control is excellent with the analog stick, but we were more impressed with the powerslide button. With this interface, just the tap of a button sends your cars skidding around the turns. Pretty cool.



Can you say CRASH?



CRASH 2

BANDICOOT

CORTX STRIKES BACK



With over 1.5 million units sold worldwide, it's safe to assume that Crash Bandicoot has been accepted into the elite circle of action/platform stars.

Nintendo has Mario as their spokesman, Sega has Sonic, and now Sony has Crash. While Crash Bandicoot is actually a second-party title, with Naughty Dog supplying the wicked development, we've seen Sony exploit this monopolistic various PlayStation commercials and all sorts of Sony propaganda. This November, Crash Bandicoot 2: Cortex Strikes Back will take the PlayStation by storm. While Sony denies that Crash is their mascot, we believe that with this sequel (coming just a little over a year after the first release) Crash will be heralded as the one and only PS-X friendly face. Any newcomers will immediately be shocked and marked as imposters.

Crash 2 is going through its final stages of development as we speak (or type), and Naughty Dog has done their part to make this sequel even more impressive than the original. In Crash, Andy Gavin (Naughty Dog's brain boy) designed a programming language called GOOL (a Game Oriented Object LISP), which was used to create the characters and gameplay in Crash. Now Naughty Dog is using the revamped GOOL 2, a similar tool that allows for faster gameplay, more on-screen objects, more room for animation, and quicker development. Thus, Crash 2 will present extremely detailed environments (even more so than the original), tons of new character animations, longer levels, and loads of new features.

Most importantly, the gameplay has stayed true to its predecessor, meaning you won't explore vast 3D open arenas as you search for a gem. Crash 2 is still a path-based action/platform game with levels that run into the screen, as well as typical side-scrollers. Crash 1 featured a gameplay structure similar to Donkey Kong Country where the player is required to complete all the levels on a path to reach the next phase in the game. Crash 2, however, gives the player more freedom with the Cortex warp room. This room is in fact complete 3D, and players will be able to choose from any of many directions to beat the game, which is a lot like Mega Man's set up. In the middle of this area is a gigantic head of Cortex (the last boss, who talks to and taunts Crash). Rumors around Hollywood have stated that a certain someone from the Highlander TV series is being cast as Cortex's villainous voice.

- Size: 1 CD-ROM
- Style: 1-Player Action Platform
- Special Features: Jet Pack and Rocket Surfboard Levels, New Power Ups and Deadly Nine Bowser, Ice, Space, and Jungle Schemes, New Character Animations and Moves, Tons of Death Scenes, Warp Rooms Allowing for Non-Linear Gameplay
- Created by: Naughty Dog/Universal Interactive Studios for Sony
- Available: November for Sony PlayStation

If you thought that the first levels in this game were all alike, then don't worry. The warp room has the ability to send Crash off the island into snow-covered zones, into the depths of an orbiting space station, and out onto rapid rivers. For the most part, he will be on his feet scurrying around deadly traps.

Naturally, Crash still has the ability to spin and jump, but now he can also monkey-bar swing across ceiling grating, slip and slide on ice, and duck and crawl out of the way of flying objects. Other levels, which are very similar to the boat level in Crash 1, have Mr. Bandicoot riding certain objects. Expect to blast off to zero gravity rooms with a jet pack (with goggles to match) and perform dizzying stunts on a rocket surf board as you zoom up river stream.

Along with all of these different levels, there are also a series of new "area specific villains" and new death scenes for every kind of accident. Naughty Dog's character designer and animator, Jason Rubin, has created some awesome new bosses and tragic death scenes for Crash. As in the first game, Crash will die if he falls into the water, and the death scene is amazing. You'll actually feel for this little orange dude when you see what he goes through while drowning.

Crash 2 is shaping up to be one of the coolest, if not the best action/platform title for the PS-X. However, there are a handful of action/platform games coming out later this year, and Crash 2, while having a great reputation thus far, had better showcase an amazing experience if it wants to top the charts once again.

Game Informer • August '97

It's a Battle
For Uranus!

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Platform/Shooter
- **Special Features:** Phil Hartman as The Voice of Blasto, No Load Time (Except For Level Transitions), 34 Different Enemies, Animated Sequences, Over 250 Voice-Overs, Analog Compatible, 8 Environments
- **Created by:** Sony Interactive Studios America for SCEA
- **Available:** October for Sony PlayStation

Rumors of Sony's newest action star, Blasto, have been running rampant for months now. Although the game has been in development for over a year, information has just begun to become available. During a recent trip to Sony, Game Informer got the inside scoop on what's up with the man with an attitude and a hankerin' for Uranus. As you may have already guessed from that last comment, Blasto is a parody of sci-fi heroes and shooter games.

To help with their comedic look at sci-fi heroes, Sony hired Phil Hartman of *Simpsons*, *SNL*, and *Talk Radio* fame to play the voice of Blasto. The game will be loaded with over 250 comments from Hartman to make

Blasto as hilarious as it is challenging.

Blasto (originally known as Captain Blasto) is a 3D shooter/action/platform game that takes place on the planet Uranus (they just couldn't resist). Captain Blasto's mission is to stop the evil Boog and his alien hordes. To do so, Blasto must infiltrate the spaceship then catch a ride down to the planet below.

This is where Blasto gets interesting. The programmers and engineers at Sony have

created Blasto so that the game data is always streaming into the PlayStation. What this means is that since the game never loads a "level," the player experiences Blasto as one big world. So once you start the journey there is no rest for the weary.

Blasto's journey is a free roaming 3D adventure that incorporates many gameplay elements. There is a large amount of action/platform-styled jumping as well as shooting, but there are also many puzzle elements that add to the adventure element. Numerous pre-orchestrated scenes help move the story along and there are tons of hidden items, wicked weapons, and power-up goodies. Another goal in Blasto is to collect Blasto Babes (just wait till you hear what Phil has to say about them) who unlock various hidden areas.

In this world Blasto can walk, run, jump, shoot, swim, fly, climb, backflip, blast, and pistol-whip. To fly, Blasto uses his handy jetpack. But Blasto can also ride a big blue chicken that will help him explore this huge world that expands through 8 different environments including swamps, deserts, a gigantic alien fortress, and a whirling 3D maelstrom.

While a number of the graphics elements in Blasto aren't finalized at this point, a number of the animations are already in place. Blasto blows the heads and torso off aliens. There are also humorous animations that accompany some of the puzzles in Blasto. For example, as you roam down one of the hallways, you see a pear trooper walking along with a newspaper. Of course, you could blow him away, but by following him he opens the door to the restroom. Here, you are greeted by numerous alien infestations to blow away, plus a couple of hidden goodies to help you on your quest.

Blasto is still far from finished, but we can already tell that it has all the right elements to be a hit. The real questions is, will all the pieces fall together? Don't worry, Game Informer is going to keep a close eye on this one and we'll keep you updated as the game gets closer to its October release.

RESIDENT EVIL

DIRECTOR'S CUT

That's a Wrap!

Like a nightmare, the world of Resident Evil preys on gamers' minds. Caught within a mansion, horror and laughter behind every door, Resident Evil was one of the first games to actually scare people. The first was Doom, but it was Resident Evil's balance between story, puzzles and frequent death that captivated 2.5 million gamers across the world. And when we say scary, we mean it, because if you didn't jump at the first plate-glass encounter with the dogs, then your skin must be made of steel.

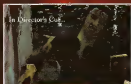
Resident Evil 2 won't be out until March of 1998, so Capcom is offering a little fruit snack in-between meals. Resident Evil: Director's Cut is a remix of the original game that will come packaged as a two disc set. The other disc, of course, will be a playable demo of RE 2. So why should anyone be interested in Director's Cut? Here's why -- Resident Evil should be played twice.

Yes, some games demand to be played twice, and Director's Cut is a perfect way to experience Resident Evil all over again. The zombies are faster, characters have new costumes, some of the puzzles occur in different order, and new FMV cut scenes with more gore add to the intensity. A few new surprises also await. Jill's old S.T.A.R.S. buddy comes alive -- you laugh!

With the faster zombies, playing the game as Chris is much more difficult. Add to this more dogs, and ammo becomes VERY scarce. True Resident Evil skills are important in Director's Cut, since many enemies will have to be avoided or downed with a single shot to the head.

Director's Cut comes with three game options: Original, Beginner, and Arranged. Beginner mode will help players who found the game too difficult. Original is Resident Evil fully intact. Arrangement is the Director's Cut. There's no word yet as to multiple endings or the time-unlocked Rocket Launcher, but in Director's Cut the locked closet is open, so players can change costumes at will.

- Size: 2 CD-ROMS
- Style: 1-Player Third-Person Action/Adventure
- Special Features: Beginner, Original and Arrangement Mode, Different Puzzle Order, More Monsters, Faster Zombies, Unlocked Costume Change Closet, Different Camera Angles, Gorier FMV, Resident Evil 2 Demo Packed-in
- Created by: Capcom
- Available: September for Sony PlayStation



In Director's Cut...



...your old S.T.A.R.S. buddy comes alive -- you laugh!



This is 2. Edgar: How do you do it.



This statue is from the Capcom Dynasty series 1996.



You're going to have to wash those walls.



TOMB RAIDER

2

THE RETURN OF
LARA CROFT

Everyone on the planet has been waiting for shots of Tomb Raider 2. A smash hit of 1996, Tomb Raider brought action and exploration to a new level. As suspected, Tomb Raider 2 has been in the works since the first installment hit the shelves.

Maybe you didn't finish Tomb Raider. If you didn't, you missed out on the story of Atlantis. There's no word yet as to what Lara's new quest will be, or what storyline she will pursue, but it does appear to be more a 'contemporary' plot. Eidos promises to incorporate many more human foes, who will no doubt include members of a rival organization (and their pets as well). Also, many of the new environments will be set outdoors, and it will be interesting to see the kind of horizon and cityscape depths Core works into the graphics.

As with any sequel, there will also be new weapons. One of these is the underwater harpoon. New moves might include a better slide jump and barrel roll, but we know for a fact that new rock and wall climbing animations will be a big part of the game. Eidos is keeping this title closely under wraps, so (as you can tell) information is scarce. Rest assured that Game Informer will follow this title closely. We'll be back next month with more information.

THIS IS LARA'S VERSION
OF STRAFING.



TOMB RAIDER 2 WILL
HAVE PLENTY OF WATER.



COOL BACKFLIP



OPEN THE DOORS
OF PERCEPTION.



DOGS ARE A MAN'S BEST FRIEND,
BUT MAYBE NOT A WOMAN'S.



A LOVELY VILLAGE, BUT
FRAUGHT WITH DANGER.



Can We Handle It?

- Stuvia.com - The Marketplace to Buy and Sell your Study Material



"This is a complete model
of the city of Midgar."

"ah geez, I'm blitzed.
have them homemade cactacks.
they sure do creep up on ya."

"We used to operate the way we handled
what he was here,
but now Shinra's gone, kind of new here."

"What?
"Shinra's here!"
"What time?"

"Yeah, you say something?"

HP	620	MP	510
EXP	731	Level	20
AP	90	Limit level	2
Power	19	Attack	
Speed	8	Magic	
Stamina	14	Item	
Magic power	23		
Spirit	19		
Luck	16		
Attacking power		Weapon	Buster Sword
Accuracy	96		
Defence	26		
Avoidance rate	2	Armor	Brute Ring
Magic attack	23		
Magic defence	13		
Magic avoidance rate		Accessory	

RAYSTORM

Working Designs Brings Back the Shooter

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Three Different Vehicles (One Of Which Is Hidden), Normal and Extra Mode, Difficulty Setting for Each Level, Ground and Air Targeting, Lock-On and Special Weapons
- **Created by:** Taito for SPAZ (Working Designs)
- **Available:** Now for Sony PlayStation

Through the years Working Designs has gained respect both from us and from gamers around the States as one of the greatest RPG workhouses in the world. Now, for the first time ever, they are venturing away from the Betam and into the PlayStation's barnack. Surprisingly enough, they won't be developing an RPG for the PS-X...but something far greater. It's not just a new game Working Designs is releasing, it's a movement, a new label, and a whole new thrill for PS-X gamers everywhere.

Under the label of SPAZ, the Sony PlayStation's first and only third-party developer devoted to making nothing but shooters and oddball titles, Working Designs introduces their first shooter—Raystorm. So far, the PS-X hasn't had a fair share of blockbuster shooters like the precursor consoles had, and that's where Raystorm comes into play.

Raystorm is as intense physically and mentally as it is graphically. It's amazing how much this game packs on-screen at once. At times your greatest enemy isn't a gigantic space station, but rather on-screen confusion. Yes, this game is loaded with amazing special effects, three-dimensional rendered backgrounds, and endless swarms of enemies, but somehow, if you concentrate enough, you'll get through the chaos unharmed.

The controls in this title are for the most part generic and easy to pick up. All of your movements are done on a single plane, and attacking is basically holding a button down until an enemy dies. The most interesting feature in Raystorm is the lock-on attack, which is similar to the one found in Penzer Dragon. Since most of the time the enemies on-screen are not on your plane (they're either above or below it), your standard shot will not hit them. Instead, you must use the lock-on attack to reach these zones. More than one enemy can be locked, and if you hit a series of them in a row, you'll be awarded with more points. Also, with each life (or if you fill up the meter by destroying stuff), you get a mega attack that destroys all the enemies on-screen. Each of the two playable ships has a different laser and lock-on attack that can be powered-up by obtaining vital enhancements.

Raystorm is a great shooter from Taito of Japan that really packs a punch. Working Designs has made the game much harder for the U.S. release. Because of this, if you change the difficulty setting from normal to easy, you will not be able to beat the game. Raystorm is available now, and if you're a shooter fan, you may want to give it a whirl.



JON, THE GREEDY GAWER

- Concept:** 7.5 Raystorm is the best 'true' shooter I've seen in a while. Even though there's a ton of continues, I really like playing Raystorm with my basic
- Graphics:** 8.5 three lives to keep improving my score. Sometimes it's tough to figure out what's happening on-screen, but there's only you keep
- Sound:** 7 playing from the same starting point and progressively build. Once the enemy patterns are learned, the on-screen action makes a lot more sense. Also, the Sky Shark, weapon upgrades expand the same basic
- Playability:** 7.75 weapon, which is pretty cool. Raystorm is a classic in every sense. A serious challenge with beautiful graphics.
- Entertainment:** 8
- OVERALL:**
7.75

REINER, THE RAGING GAMER

- Concept:** 7.75 Before I was getting paid to be a game review, I played a lot of SNES and NES shooters. Life Force and Earth Defense Force were my
- Graphics:** 8 favorites, and Raystorm comes close to being just as good as these.
- Sound:** 7
- Playability:** 7.25 except there is a problem. While the graphics are outstanding and loaded with great special effects, Raystorm lacks in concept and game design. All you do in this title is fly straight ahead, destroying whatever comes in your path (like
- Entertainment:** 7.75 shooters that have obstacles in the fore and background, and different weapons like heat seeking lasers and spread fire. Raystorm has none of these, but it does offer a difficult challenge, great two-player action, and crazy bosses that will drive you insane.
- OVERALL:**
7.75

ANDY, THE GAME HONOR

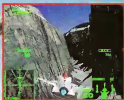
- Concept:** 7 While Raystorm does lack some variety, I think this game brings
- Graphics:** 8 some essential elements back into the shooter genre that have been
- Sound:** 8 missing for years. Most of the
- Playability:** 8 choices you see these days give
- Entertainment:** 8 the player unlimited credits (which pretty much saves the game's
- OVERALL:**
8 a rental) and fairly standard graphics. Not Raystorm. This game is very difficult and the graphics are amazing with massive explosions, big enemies, and huge bosses. If you're looking for challenge, Raystorm will live up to it. Wings need not apply.

► **THE BOTTOM LINE** **7.75**

Approaching Deadly Heights

ACECOMBAT 2

- Size: 1 CD-ROM
- Style: 1-Player Action/Flight Simulator
- Special Features: Analog Controller/Joystick Compatible, Fifteen Playable Aircraft With Different Attributes, Awesome Flag Action, Multiple Key Configurations (Novice, Expert, and Custom), Varying Mission Objectives, Dazzling Lighting Effects and Explosions
- Created by: Namco
- Available: September for Sony PlayStation



Even though it was one of the first PlayStation games available, *Air Combat* is still the king of all PS-X flight simulators. Its smooth controls, realistic dog-fighting, and beautiful landscapes are still unsurpassed and untouched. That is, until Namco releases the sequel later this year.

Ace Combat 2 brings back the vivid realism of its predecessor along with a few new surprises. Highlighted by a slew of new playable aircraft, gamers will be thrown into intense missions consisting of tunnel and trench runs, persistent bogies, night and day scenarios, and extreme weather conditions. Graphically, *Ace Combat 2* is a vast improvement over the original. All the effects, ranging from exploding bombers to smoke trails on missiles are outstanding. The most notable change is the new look of each aircraft. All of the planes in the game now have more realistic looking textures, and moveable flaps that change with the speed of the plane.

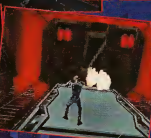
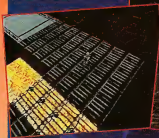
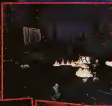
As far as gameplay goes, not much has changed. Once again, players will have limited controls in the Novice Mode, so to experience the real deal you'll need to play the game in the Expert Mode. This will allow you to perform barrel rolls, which are essential for taking on the stronger and more agile enemy fighters. *Ace Combat 2* is a fairly difficult game - if you die it's going to cost you. Throughout each and every mission you'll acquire a steady cash flow for destroying all of the targets, and for avoiding damage. With solid funding and precise flying, you'll become a decorated officer, and with each new medal you take in, you'll also unlock a new aircraft.

All the missions in *Ace Combat 2* are loaded with dangerous objectives and mind boggling goals. This is a great simulator that takes all the arcade action from the first and expands upon it to such a degree that you may actually think *Ace Combat 2* is the real deal.



APOCALYPSE

HOLLYWOOD BYTES INTO GAMING



The collaboration of Hollywood and the video game industry has been a successful venture indeed. We've seen blockbuster films like *Star Wars* and *Jurassic Park* make a mighty impact on gaming, and we've also witnessed *Mortal Kombat* and *Super Mario Bros* gross millions in the box office. To our dismay, one thing has been lacking - acting. The hardest thing to capture from game to screen, or vice versa, is the perfect character look. Yes, it would have been nice to have Val Kilmer play Batman rather than the fat Bat-actor they implemented into Acclais's *Batman Forever*. Or even better yet, how about some actors that actually look like Mario and Luigi for the *Super Mario Bros* movie? Thankfully, Activision has a solution. Instead of tearing material from Hollywood, why not just grab one of the biggest actors to star in a dynamic new title?

Thus, Bruce Willis will make his video game premier in the dark and twisted *Apocalypse*. Bruce

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Cameos and Helpful Guidance by Bruce "The Virtual Partner" Willis, Huge Level Designs Featuring Detailed Texture Maps and Realistic Light Sourcing, Multiple Weapon Power-Ups and Character Moves, Death, Plague, and War
- **Created by:** Activision
- **Available:** December for Sony PlayStation

is one of the biggest grade "A" actors to hit the video game industry joining Sly Stallone, Wesley Snipes, and Malcolm McDowell. Surprisingly, Bruce is not the main star. Activision has designed this game so that Bruce Willis plays the "Virtual Partner," and you take up the role as the adventurer. Along your quest - through industrial zones, graveyards, and sewers, Bruce will lend a helping hand as you begin to track the bringers of chaos - the Four Horsemen of the Apocalypse.

The game design is similar to MDK, and players will find themselves completely submerged in a realistic environment with evil around every bend. Firepower is abundant in *Apocalypse* and so are the character moves. Throughout the game you'll need to master the dive and roll, the running jump, and the strafe to overcome deadly villains and tricky hazards.

FELONY 11-79

Jake 'n Elwood Couldn't Have Done it Any Better

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing Game
- **Special Features:** 4 Vehicles Available for Play (18 Hidden), Three Tracks (One Additional Test-Drive Track), Vast Number of Objects to Destroy, Special Level Objectives, 3 Modes (Regular, Time Trial, and Test-Drive), Automatic and Manual (Automatic Not Available For Some Vehicles)
- **Created by:** Cinmar for ASCII
- **Available:** Third Quarter '97 for Sony PlayStation

Racing games are pretty standard these days. Fortunately for those of us who enjoy the speed but need a little bit more, the occasional racing miscreant like Destruction Derby or Mario Kart comes along. *Felony 11-79* (Runabout in Japan) certainly falls within this category.

While there are only three tracks (levels), replay value is enhanced by the game's total of 22 vehicles and the vastly entertaining process of destruction. In *Felony*, the purpose is not to race against the clock or competitors. Instead, players must destroy as much as possible within the allotted time. Levels also feature objectives such as collecting five explosive charges to destroy a gate. While *Felony* comes off as a blunt and rude game where breaking things is the brute purpose, it is in fact a delicate balancing act between car damage, meeting goals, and escaping before the clock runs down.

Of course, smashing up cop cars (obstacles), crashing through mini-malls (shortcuts), and running through outdoor sections of restaurants (fun), are all immensely enjoyable. As you smash into things, a list appears in the upper right tallying the cash equivalent of the objects you've just wrecked. This total is added to your score at the end of the level.

At the beginning of the game, you start with four cars. Additional vehicles are gained by beating levels, finishing under four minutes, doing massive amounts of damage, and beating levels without doing any damage. Other cars are gained through special means, like passing a certain point on track two at ludicrous speed, and finding another in the shopping center on track three. Vehicles range from standard sports cars and sedans to a street cleaning vehicle and a tank.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Seven Different Zones, Over 100 Collectible Animated Characters, 31 Miniature Effects
- **Created by:** Travellers Tales for Playgroup
- **Available:** November for Sony PlayStation

He's a Little Rascal



The company developing this game, Travellers Tales, has a short but impressive list of hit titles. Mickey Mania, Toy Story and Sonic 3D Blast were all popular games. Rascal looks like another fun game that, while targeted towards a younger audience, might in fact appeal to a wide variety of gamers.

The hero, Rascal, is a time traveler whose quest is similar to that in TV's Quantum Leap. History has taken a bad turn, and Rascal must set it straight. By collecting six specific "segments" on each of seven levels, Rascal will be able to assemble a time bubble and travel further into the mysterious history of time. The enemy is the "Evil Time Overlord," who holds Rascal's father captive.

Different time elements will intermingle to create a cohesive plot. For example, a Spanish Galleon of the past lies deep beneath the ocean, but that same galleon in the future is found within a vast desert (talk about global warming). As with most time travel plots, the story begins in a lab. The other six levels are: Castle, Aztec, Western, Galleon, Prehistoric, and Atlantis.

As for gameplay, Rascal will incorporate many puzzles and interesting characters who both threaten and aid Rascal in his quest. Pygmyos is looking to target gamers from eight years old and up, so the atmosphere should be lighthearted and entertaining. If you're tired of constant blood and killing, or if you're looking for a game with challenging puzzles and unique gameplay, Rascal just might be the game for you.



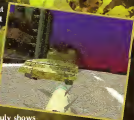
Explore the Premise of Brute Force Gaming



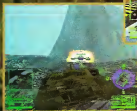
STEEL REIGN

- Size: 1 CD-ROM
- Style: 1 on 2-Player Tank Simulation
- Special Features: Up/Down or Left/Right Split-Screen, Multiple Tanks to Choose From, Turret Rotation (Steering With HoverTank), Elevate Barrel Up and Down, 10 Different Weapons, 3 Different Views, Memory Card Save
- Created by: Chrislime Creations Inc./Sony Interactive Studios for Sony
- Available: Now for Sony PlayStation

The premise of a tank game usually isn't all that complicated — move slowly towards your next objective and avoid damage by hitting them first before they hit you. Yet most of these games are as strategic as they are action-based, requiring players to allocate their resources (ammo) and move quickly and efficiently through the landscape in order to meet the mission objectives. Steel Reign has much to offer the gamer with cool weapons, multiple tanks, and a variety of enemies to face off against.



The hovortank strafes instead of using a rotating turret.



The odds are against you...most of the time.



Large shells move slowly through the air and unleash a devastating explosion upon impact. Lasers automatically lock-on to nearby enemies and are a great way to do away with lightly armored air targets. A gatling gun spreads fire over a wide area quickly, ideal for small thorns in your side like troops and small vehicles. Plasma weapons do low damage but recharge quickly. Of the 3 different types of rockets, our favorite is a guided missile that changes perspective to a camera on the rocket itself, allowing the player to steer it around obstacles and strike targets from miles away.

The theater of war ranges from river canyons and woody knolls to cityscapes and barren deserts. Taking advantage of cover in this game is essential because you won't always be able to take everybody down in a mission. Sometimes, choosing the right path to your objective can be the difference between hard-earned victory and being recycled into spare fenders for some ruthless dictator's Mercedes.

There is some pretty steep terrain in this game.



The Guided Missile is as effective as it is fun.



MLB
A Summer Slugfest **98**

Sony's first PlayStation baseball title, *MLB Pennant Race*, lived up to its name last year as it raced to try and hit a release date before the World Series. This year, Sony has dropped the Pennant Race tag and *MLB '98* will be released this summer. Conspiracy? Maybe...but we all know Sony's major concern is not an early release date. With EA Sports releasing Triple Play '98, the best baseball simulation to ever grace a console machine, this *MLB* installment will need to be vastly improved over the original, and as true to the game of baseball as possible.

First and foremost, Sony has revamped the look and play speed by adding a full 3D game engine with polygon characters and rendering on the fly. This means that in gameplay, you won't encounter slow loading times when a different team takes the field or when the view changes from behind the batter to behind the pitcher. Using polygon players, Sony has been able to add more fielding animations like throwing from the knees, collisions at home plate, over the fence catches, and throwing on the run. The batting and pitching animations are also more fluid, and certain players like Julio Franco, Nomu and Wade Boggs will have personalized stances and motions.

The gameplay itself is greatly improved, and players will have a plethora of in-game options at their disposal. Sometimes you'll need to play off of the other team's strategy and being in your infielders on a bunt situation. In a more simplistic instance, you'll need to choose between a bunt and pop-up slide when digging for an extra base hit.

MLB '98 showcases a very simplistic hitting and pitching interface. When on the mound you'll need to select a pitch (all pitchers are customized with their own pitches), and then place it by moving a cursor around the strike zone. While cursor baseball favors the batter greatly, MLB does a nice job of having the pitcher misfire on occasion. Surprisingly, the batting is even easier — all you have to do is select a normal or power swing, then take your cut.

For fantasy league nuts, MLB '98 has great season stat tracking capabilities, a create and trade player feature, inter-league play, and the expansion teams. MLB '98 has a lot of promise, but right now it's too early to tell whether or not all of these great features will actually make the game better than Triple Play. It looks great on paper, but the real challenge is making it all work together. We'll have an in-depth review next month — stay tuned.

- Special Features:
 - Special Features: Wide, Flat, Portable, Fold-In, Carrying, MP3 and MP4 Games, 10 Sizes, 1000, 2000, 3000, 4000, 5000, 6000, 7000, 8000, 9000, 10000, 11000, 12000, 13000, 14000, 15000, 16000, 17000, 18000, 19000, 20000, 21000, 22000, 23000, 24000, 25000, 26000, 27000, 28000, 29000, 30000, 31000, 32000, 33000, 34000, 35000, 36000, 37000, 38000, 39000, 40000, 41000, 42000, 43000, 44000, 45000, 46000, 47000, 48000, 49000, 50000, 51000, 52000, 53000, 54000, 55000, 56000, 57000, 58000, 59000, 60000, 61000, 62000, 63000, 64000, 65000, 66000, 67000, 68000, 69000, 70000, 71000, 72000, 73000, 74000, 75000, 76000, 77000, 78000, 79000, 80000, 81000, 82000, 83000, 84000, 85000, 86000, 87000, 88000, 89000, 90000, 91000, 92000, 93000, 94000, 95000, 96000, 97000, 98000, 99000, 100000, 101000, 102000, 103000, 104000, 105000, 106000, 107000, 108000, 109000, 110000, 111000, 112000, 113000, 114000, 115000, 116000, 117000, 118000, 119000, 120000, 121000, 122000, 123000, 124000, 125000, 126000, 127000, 128000, 129000, 130000, 131000, 132000, 133000, 134000, 135000, 136000, 137000, 138000, 139000, 140000, 141000, 142000, 143000, 144000, 145000, 146000, 147000, 148000, 149000, 150000, 151000, 152000, 153000, 154000, 155000, 156000, 157000, 158000, 159000, 160000, 161000, 162000, 163000, 164000, 165000, 166000, 167000, 168000, 169000, 170000, 171000, 172000, 173000, 174000, 175000, 176000, 177000, 178000, 179000, 180000, 181000, 182000, 183000, 184000, 185000, 186000, 187000, 188000, 189000, 190000, 191000, 192000, 193000, 194000, 195000, 196000, 197000, 198000, 199000, 200000, 201000, 202000, 203000, 204000, 205000, 206000, 207000, 208000, 209000, 210000, 211000, 212000, 213000, 214000, 215000, 216000, 217000, 218000, 219000, 220000, 221000, 222000, 223000, 224000, 225000, 226000, 227000, 228000, 229000, 230000, 231000, 232000, 233000, 234000, 235000, 236000, 237000, 238000, 239000, 240000, 241000, 242000, 243000, 244000, 245000, 246000, 247000, 248000, 249000, 250000, 251000, 252000, 253000, 254000, 255000, 256000, 257000, 258000, 259000, 260000, 261000, 262000, 263000, 264000, 265000, 266000, 267000, 268000, 269000, 270000, 271000, 272000, 273000, 274000, 275000, 276000, 277000, 278000, 279000, 280000, 281000, 282000, 283000, 284000, 285000, 286000, 287000, 288000, 289000, 290000, 291000, 292000, 293000, 294000, 295000, 296000, 297000, 298000, 299000, 300000, 301000, 302000, 303000, 304000, 305000, 306000, 307000, 308000, 309000, 310000, 311000, 312000, 313000, 314000, 315000, 316000, 317000, 318000, 319000, 320000, 321000, 322000, 323000, 324000, 325000, 326000, 327000, 328000, 329000, 330000, 331000, 332000, 333000, 334000, 335000, 336000, 337000, 338000, 339000, 340000, 341000, 342000, 343000, 344000, 345000, 346000, 347000, 348000, 349000, 350000, 351000, 352000, 353000, 354000, 355000, 356000, 357000, 358000, 359000, 360000, 361000, 362000, 363000, 364000, 365000, 366000, 367000, 368000, 369000, 370000, 371000, 372000, 373000, 374000, 375000, 376000, 377000, 378000, 379000, 380000, 381000, 382000, 383000, 384000, 385000, 386000, 387000, 388000, 389000, 390000, 391000, 392000, 393000, 394000, 395000, 396000, 397000, 398000, 399000, 400000, 401000, 402000, 403000, 404000, 405000, 406000, 407000, 408000, 409000, 410000, 411000, 412000, 413000, 414000, 415000, 416000, 417000, 418000, 419000, 420000, 421000, 422000, 423000, 424000, 425000, 426000, 427000, 428000, 429000, 430000, 431000, 432000, 433000, 434000, 435000, 436000, 437000, 438000, 439000, 440000, 441000, 442000, 443000, 444000, 445000, 446000, 447000, 448000, 449000, 450000, 451000, 452000, 453000, 454000, 455000, 456000, 457000, 458000, 459000, 460000, 461000, 462000, 463000, 464000, 465000, 466000, 467000, 468000, 469000, 470000, 471000, 472000, 473000, 474000, 475000, 476000, 477000, 478000, 479000, 480000, 481000, 482000, 483000, 484000, 485000, 486000, 487000, 488000, 489000, 490000, 491000, 492000, 493000, 494000, 495000, 496000, 497000, 498000, 499000, 500000, 501000, 502000, 503000, 504000, 505000, 506000, 507000, 508000, 509000, 510000, 511000, 512000, 513000, 514000, 515000, 516000, 517000, 518000, 519000, 520000

MLB 08 features personalized batting stances for certain players.



Who will be the 10 hottest champions?
Tony "The Crane Dog" Gwynn...or Larry "Say It Ain't So" Walker?

League Leaders

HITTING

- HITS: J. Pardo, 147
- HOME RUNS: J. Pardo, 22
- RBI: J. Pardo, 47
- AVG: J. Pardo, .300
- SLUGGING: J. Pardo, .500
- OPS: J. Pardo, .800
- WALKS: J. Pardo, 10
- STRIKEOUTS: J. Pardo, 10

PITCHING

- WINS: J. Pardo, 10
- LOSSES: J. Pardo, 10
- ERA: J. Pardo, 10
- WHIP: J. Pardo, 10
- SHUTOUTS: J. Pardo, 10
- HITS ALLOWED: J. Pardo, 10
- BASES ON BALLS: J. Pardo, 10
- STRIKEOUTS: J. Pardo, 10

FIELDING

- POUNDS: J. Pardo, 10
- STOLEN BASES: J. Pardo, 10
- CATCHES: J. Pardo, 10
- ASSISTS: J. Pardo, 10
- ERRORS: J. Pardo, 10
- DOUBLE PLAY: J. Pardo, 10
- PUTOUTS: J. Pardo, 10
- FIELDING PERCENTAGE: J. Pardo, 10

BATTING AVERAGE

- AVG: J. Pardo, .300
- SLUGGING: J. Pardo, .500
- OPS: J. Pardo, .800
- WALKS: J. Pardo, 10
- STRIKEOUTS: J. Pardo, 10

Accurate trading will allow you to view
capex leaders' and individual players' status
through an online screen.



Trade Player

Available Players

- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom
- 7 Brady, Tom

Selected Player

Player Stats

Player	Pos	Age	Exp	Yds	TDs	Ints	Fumbles
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5

Trade Confirmation

Player	Pos	Age	Exp	Yds	TDs	Ints	Fumbles
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5
Brady, Tom	QB	27	5	3,400	20	10	5

Trade Confirmation

CONFIRM TRADE

Trade your struggling players for the best in baseball as you try and drive your team to the World Series.



Devin Sanders is guaranteed
day at record

PORSCHE Challenge

Porsche Your Driving Skills to the Limit

Jon, The Greedy Gamer

Concept: 7.25 "The things I don't like about this racer are, the one car Porsche marketing factor, the limit of four tracks, and the lack of crashes."
Graphics: 8 "What I do like are the fast and tight first-person view and the changing interactive tracks. Most importantly what I love is the Analog control."
Sound: 7.5 "But with only 1 car and four tracks, there just isn't enough to keep my long-term interest. Yeah, it's great looking with sweet control, but I need variety and entertainment in my racers. Porsche-roads only."
Playability: 8.5
Entertainment: 7
OVERALL:
7.75

Andy, The Game Honore

Concept: 7 "Overall this is a great looking game. The lighting effects and the detail of the levels are amazing. The problem with this game is that its gameplay is bland."
Graphics: 8 "middle of the road. It's not great, it's not bad...it's not anything I do like."
Sound: 7
Playability: 8.5 "the interactive tracks and the 2-player split-screen mode is a blast, but I don't think it's enough to make this title really stand out of the crowd. If you love Porsches, this game could just be what you're looking for, but otherwise there are better racing games out there (Rally Cross, Need for Speed 2)."
Entertainment: 8.5
OVERALL:
7.25

► THE BOTTOM LINE 7.75

Porsche Challenge takes an interesting approach to the mass market racing - One Car, One Company. Every car in the game is the Porsche Boxster, even the test prototype that comes as a bonus car. No one knows for sure what the prototype car is, except that it's an experimental model driven by a mysterious "Test Driver."

In Porsche Challenge, four tracks from various parts of the world are available for play. Racing through Germany, the U.S., Japan and the mountains, Porsche Challenge's intense lighting and shading create a beautiful racing experience. The graphics are very tight with little to no pop-up; but best of all, players can plug in Sony's Analog Controller. Here at Game Informer, we set the controller with one analog working as the steering and the other as the throttle. Then, you can assign the square button as your hand brake. This unique control is one of Porsche Challenge's standout features.

Another excellent feature is the inclusion of Interactive Tracks. How 'interactive' these tracks are remains a matter for interpretation, but they work as a series of changing shortcuts. Before we explain these tracks we should say that a Championship consists of twelve races. The first four are standard runs around each track. The second four take players around longer routes by opening road barriers. The third set of four races opens and closes these gates randomly, offering a number of different and challenging arrangements. After

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Racing
- **Special Features:** 2-Player Split-Screen, Compatible With Sony's Analog Controller, Arcade or Simulation Mode, Scenicist, Long and Interactive Tracks (10 of Each v. Full Mirror Model, 3 Views, 7 Drivers, Championship, Time Trial and Practice)
- **Created by:** Sony Interactive Studios Europe for Sony Computer Entertainment
- **Available:** Now for Sony PlayStation

REINER, THE RAGING GAMER

Concept: 8 "I'll never make enough money to spring for a Porsche Boxster, but I can honestly say that this is the closest that I'll ever get my mitts to."
Graphics: 8.25 "the steering wheel. This game pumps out realism in both the dynamics of the car and the extremely detailed level designs."
Sound: 8
Playability: 8.5
Entertainment: 8
OVERALL:
8.25



beating one Championship, players unlock the Mirror Mode which is identical to the first Championship except that players race each track backwards. After winning that Championship (24 races in all), the Prototype car is unlocked, which goes 15 mph faster than the default Boxster.

There is also a good bit of difference between the Arcade and Simulation modes. In Arcade mode, the hand brake unleashes a pretty mean powerslide. In Simulation Mode, the hand brake will kick out the car, but strategic braking is much more important. It should also be noted that Porsche Challenge includes no crashes, which might disappoint some people. Give Porsche Challenge a look. It lacks the car variety of Rage Racer and the stunning crashes of Need for Speed 2, but it is one of the best 'looking' racers we've seen in a while.

NHL POWERPLAY '98

Virgin Returns to the Ice

When Virgin Interactive released the first NHL Powerplay '96 last year, gamers got their first glimpse of what 32-bit hockey was all about. Polygon players with realistic animations and adjustable game strategies were some of the features that Virgin and Radical Entertainment pioneered in video game hockey. After a season's hiatus from the video game hockey season (well, in the title at least), Virgin is back with a brand new hockey simulation, NHL Powerplay '98.

As with any sequel, the first thing the Game Informer staff searches for is new features; Powerplay '98 has a bunch. Statistics tracking is a must for any sports game and Powerplay '98 will deliver. Stats accumulate for individual players over a season and can be viewed by team or by "Top 25" league leaders. Another must-have for sports games is the ability to create your own players. Powerplay '98 gives you the option to create yourself and enter the line-up of your favorite NHL team.

In terms of looks, Powerplay '98's graphics engine still only provides one playing perspective, but the action is far smoother than its sometimes jerky predecessor. Players are also more detailed with texture mapped faces and authentic uniforms with player numbers and names. In addition, many new motion-captured animations have been incorporated to give Powerplay '98 a very realistic look.

Realism is the goal of the Powerplay '98 design team and new features within the play strategy and control are a crucial aspect in bringing the world of hockey to gamers. One-timers, drop passes, body checks, and (although the NHL never "promotes" it) fighting is now a part of Powerplay '98. Additionally, hockey strategy, which Powerplay was the first to introduce to hockey games, has been expanded to include new settings for powerplays and penalty kills. Set up your man advantage to work from the point or put up a strict box-zone when you're one man down. Powerplay '98 allows for a wide array of authentic hockey strategies.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Hockey (Up to 8-Player Via Multi-Tap)
- Special Features: NHL and NHLPA License Plus 16 World Teams, Offensive and Defensive Strategy Settings, Season Stats including League Leaders, Create and Trade Players, Edit and Save Lines
- Created by: Radical Entertainment for Virgin Interactive
- Available: September for Sony PlayStation



Th... goalie should be able to handle this.



In order to change tempo, Housley must breakout with the puck.



Gartner's break down the wing...



...results in a pile-up in the corner.



icing.



Formula 1 '97 is sticking to the same basic formula that was perfected last year, but with three key enhancements: (1) a revamped Arcade mode, (2) a split-screen 2-player mode, and (3) improved driver AI.

By retrofitting the Arcade mode, Psygnosis is hoping to appeal to a wider variety of racing fans. Cars can now powerslide, there are more fantastic crashes, and the steering and braking assist are in full operation. While this Arcade mode might appeal to fans who like racing games, we vastly prefer the Simulation mode.

Here lies F1's strength. F1 was the most realistic racing simulation of 1996. Building on that success, F1's Simulation mode now includes penalties (for speeding in the pit lanes and passing pace cars),

A Great Formula for Racing

FORMULA 1 '97

- Size: 1 CD-ROM
- Style: 1-Player Racing (2-Player via Split-Screen)
- Special Features: Penalties, Full Formula 1 License, 12 Teams, 17 Tracks, Commentary by Murray Walker and John Watson, Weather, Rivalries, Track Tutorial, Debris, Powerslides, Stalling Cars, Drafting, Car Faults That Affect Performance, Both Horizontal and Vertical Split-Screen
- Created by: Bizarre Creations for Psygnosis
- Available: September 12 for Sony PlayStation

team rivalries, drafting, crash debris and stalling cars. Apparently, Bizarre Creations really delved into the intricacies of racing Artificial Intelligence. Cars and drivers have certain personalities that change over a season; and with 12 different teams, teammates will help you pass other rival teams.

Will Formula 1 be the



best racing simulation of 1997?

There's a little more competition this year with the entry of Sony's CART World Series, EA's NASCAR and Ubi Soft's F1 Pole Position 64. So the 1997 racing season is becoming very interesting and over the coming months, Game Informer will be sure to keep you up to date on the progress of Formula 1 '97.



ANOTHER YEAR

MADDEN NFL 98

- Size: CD-ROM
- Style: 1 on 1 Player Football or Player Via Modem
- Special Features: Liquid AI's Fluid-like Money Play, New Emphasis on Defensive Play Calling, Completely Revamped Playbook, More Audibles, Motion Capture with Andre Ware, Improved Lineplay, Great and Tough Players, Player Fatigue, Bars, All the NFL Rules
- Created by: EA GAMES
- Available on: PlayStation 1, Saturn, Sega Saturn, Sega Dreamcast

Sanders is a master of the stiff arm.



Elliot's sixth sense discovers a hole.



AND COUNTING

His hands are too far apart to catch that ball.



Roggie swims through the line.



He finds a seam.

In 1996, Madden NFL 97 was the best selling game on the PlayStation, Saturn and Game Boy. A year without Madden is like Christmas without Santa Claus, and this year Madden will no doubt be a top seller once again.

The 1997 Madden development team is a very young crew. In fact, of the thirty people responsible for Madden 97, only one is over the age of twenty-seven. Looking at last year's game, analyzing player and press feedback, EA Sports knew that above all else, they needed to eliminate the money plays. According to EA Sports, last year's product development was difficult because, as opposed to GameDay, John Madden will not allow players to perform unrealistically. In other words, a cornerback will never stop a sweep to the other side and a defensive lineman will never break up a pass on the end.

This year, EA Sports is incorporating Liquid AI, a system of defensive intelligence that dictates player position relative to other players. Therefore, players will not be stuck within a play pattern; their position will ebb and flow with the genius of the play. Along with this new approach, defensive play calling will be essential to success.

Of course, all the standard fantasy league elements will be included such as stats tracking, create and trade player options, and a full season with playoffs and a Superbowl. Players will also have a fatigue bar below

them that should eliminate needless switching to substitution menus. Another improved feature is the lineplay. One of GameDay's strengths was the defensive line. EA Sports knows that in order to compete, both offensive and defensive linemen must be more detailed. In Madden 98, players will watch individual battles unfold. Holes will open momentarily, then close as quickly as they appeared. Patient running and heads-up defense is a must.



Steve Young backs out an audible.

We've seen and enjoyed Mega Man for about ten years now. For people who are confused, there are the standard Mega Man games (labeled 1-6) and the Mega Man X series. The X series debuted on the SNES and finally matured into three challenging titles (Mega Man X1, 2 and 3). The PlayStation and Saturn have Mega Man 8 (Anniversary Edition), but Saturn owners have a special treat, because the X series of Mega Man games offers a few improvements over the 'Standard Model.' In each X-series game, players can fire a special and regular gun simultaneously, play as either Mega Man X or Zero, double tap for the speed dash, and cling and climb along walls and platforms. Of course, each X game is structured in the classic style with a stage select screen and eight boss levels. Players must still decipher which weapon to use on which boss, but Capcom is promising that there will be two separate storylines (one for Mega Man X, one for Zero). Although we don't know for sure what 'independent storylines' means, since the levels seem to be the same when playing as either character, one could guess that the weapon combinations for bosses might be different for the two characters.

Differences between Mega Man X and Zero are quite pronounced. Instead of attacking with a projectile weapon, Zero makes use of a close-range but deadly sword that looks a lot like the weapon from Strider. Zero also has a slow charging but deadly electro-lance. The lance is difficult to use, since it takes so long to appear, but when used sparingly, the lance does huge amounts of damage. Mega Man X's weapons include the default shooter as well as a homing laser, a dual crystal burst, and a replicator. By using the replicator,

an image of Mega Man X appears on-screen. Move this body double onto any enemy and damage is automatically inflicted.

For those who enjoy Mega Man,

a 32-bit X game is a welcome sight indeed. With Mega Man X's cling ability, X4 demands superb platforming skills along with classic shooter strategy. A small side note to Mega Man fanatics - Mega Man Neo, the first 3D Mega Man game, has been 'indefinitely' delayed. Capcom is keeping quiet about Neo's delay, but don't expect to see it anytime before late 1998. Too bad, because that means it will be well into the next decade before we see the much anticipated Mega Man Neo X6 (just kidding).

MEGA MAN X4

He Keeps Going, and Going...

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter/Action Platform
- **Special Features:** Play as Mega Man X or Zero With Independent Storyline, 8 New X-Hunter Levels: Jungle, Cyberspace, Air Force, Volcano, Marine Base, Bio Laboratory, Military Train, Snow Base
- **Created by:** Capcom
- **Available:** Fall for Sega/Saturn



This Boss is cool.

Run, Mega Man! Run!



Is this a Harley, or one of those Japanese import bikes?



1 The Replicator
2 The Homing Laser
3 A Dual Crystal Burst



Zero has a powerful close-range sword...

...and a deadly electro-lance.



Hurry, Dr. Jones.





MARK YOUR TERRITORY

- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-to-Head Tournament Fighter
- Special Features: Nine Different Backgrounds All Featuring Weapons
- Author: New Backgrounds, Punch, Kick, and Guard Buttons, Taunts, Open and Close Framing, Time Attack and Survival Mode
- Created by: AM2 Co., Sega
- Available: October for Sega Saturn

Originally created on the Model 2 CG Board, Last Bronx comes to life on the Sega Saturn with amazing animation, extremely detailed backgrounds, and unique character designs. The theme of this title is quite a twist from the norm in Sega fighters. No, this is not a tournament featuring the greatest fighters in the land; rather, it's an all-out street war. The heads of all the street gangs have agreed to settle their territorial disputes by pitting their greatest combatants against one another, and the winner of this contest will rule the streets. This war is a no-holds-barred grudge match where dirty fighting is a must to survive.

All nine of the characters feature weapons and awesome special moves. The combat is power bar based, and the first to fall twice through three rounds is the loser. All the level designs feature actual scenery from Tokyo, and some of these are caged, while others are open arenas allowing ring out victories.

Last Bronx is a fast and ferocious fighter that delivers the same explosive fighting action as VF2 and RV.



BOMB 'EM WHERE IT COUNTS

- Size: 1 CD-ROM
- Style: 1 or 2-Player Puzzle/Strategy (Up to 4-Player Via Multi-Player and/or NetLink)
- Special Features: Normal, Expert, and Battle Modes, Bomb Power-Ups, Wacky Bosses, Dinosaur Helpers, FMV Clips, and 8 Battle Arenas
- Created by: Hudson Soft for Sega
- Available: Now for Sega Saturn

Since the early days of the TurboGrafx-16, Bomberman has produced a handful of great multi-player games that have spawned a legion of addicted followers who constantly crave more explosive action. Well, they won't have to wait for long, because Sega is unveiling the first 32-bit Bomberman title for the Sega Saturn. Now gamers will be able to compete across the nation courtesy of the Sega NetLink.

Saturn Bomberman is a great sequel that packs the same explosive punch as the previous Bomberman titles, except the graphics are more detailed, the sound is better, and for the first time, this Bomberman has a story. At the beginning of the game and after every world, players will be greeted by anime FMV sequences that showcase the Bomberman gang and the conflict at hand.

The gameplay is once again fast and extremely addictive. Whether in a multi-player game or in the normal solo mode, your goal is to destroy any adversary that crosses your path. Picking up power-ups like more bombs and dinosaur helpers will aid your cause, but the real strategy of the game is the ability to trap opponents into a no-win situation. The only way to master this technique is to practice and become the ultimate bomber.



VIRTUA II STRIKER 2

- **Style:** 1 or 2-Player Soccer
- **Special Features:** 24 International Teams, Model 3 Hardware, Motion-Capture Animation, Three Button Configuration (Long Pass, Short Pass, Shoot)
- **Created by:** AM2 for Sega
- **Available:** Now at Arcades

► **THE BOTTOM LINE** **7.5**

Since this is another of Sega AM2's arcade games to utilize Model 3 hardware technology, the look of the game is what you might expect. Large players with finely detailed textures and life-like motion-capture animation are quite a leap forward from the previous installment. In terms of play control, AM2 hasn't strayed from their three button configuration that gives you easy to understand long pass, short pass, and shoot buttons. Virtua Striker 2, unlike its low scoring real-life counterpart, is free-wheeling once you've become acclimated. A few simple passes can commonly result in a breakaway scoring chance. Additionally, to assist in scoring, the speed of play is slowed slightly on high crossing passes to allow the player to react and attempt spectacular bicycle kicks and diving headers. While this may create more opportunities in front of the net, the slow down distracts from the flow of play and can be more bothersome than good. Virtua Striker 2 is a quantum leap in arcade sports gaming and makes us yearn for the first Model 3 baseball title.



ARCADE BRIGADE

SEGA SUPER GT

- **Style:** 1-Player Racing (Up to 4-Player with Linkable Cabinets)
- **Special Features:** Deluxe Cabinet Version with Moving Cockpit and Feedback Steering, Sega's Model 3 Technology, 4 Authentic Sports Cars, 4 Tracks, Power Slides, 4 Rising Views
- **Created by:** Sega AM2
- **Available:** Now at Arcades

► **THE BOTTOM LINE** **8.75**

We gave you a glimpse of Sega's newest racing game, Super GT, a few months ago and have finally logged enough playing time to give you the bottom line. Utilizing Sega's powerful Model 3 technology (also found in Virtua Fighter 3 and Virtua Striker 2), Super GT is an incredible feast for the eyes. The detail of the four authentically modeled cars and four courses is unprecedented in the arcades. Built in both a standard two-player and a deluxe one-player cockpit configuration, the side-to-side rolling and feedback steering wheel will give you a far more immersive racing experience, especially when racing in the first-person perspective. Even though the graphics are revolutionary and the place you put your butt might feel like you're sitting in a sports car, the overall play mechanics and game set-up are depressingly reminiscent of previous AM2 games like Virtua Racing and Daytona USA. With some arcades charging over a buck in an attempt to recoup the costs of this expensive machine, it seems a little outrageous to dump 20 clams into Super GT while Daytona USA offers a similar play experience for, often times, less money. Any racing fan should by all means give Super GT some laps, but graphics alone do not a racing game make.





by Erik, the PC Jedi

Writing Games Is Like Writing Books

If you've never done it before but you have a great idea, forget it. You have to have a lot of great ideas. You have to have a vision. And you have to have a clue as to what makes a game fun. I am so tired of cheesy games that couldn't possibly have been created by someone who played games themselves. It blows my mind how extremely unfun some of the shlock on the PC market has been as of late. Somebody help, please!

MDK - Shiny Entertainment 8.5

To call MDK "The Most Impressive Single-Player Game Ever" is a little silly, but it's still a pretty cool game. It is graphically groundbreaking in a number of ways. Enemies are all polygonal and have a remarkable number of different animations. The sniper mode is truly amazing, allowing you to zoom right up to enemies who, moments before, you could just barely see on the horizon and shoot their heads off. Still, it seemed like other parts of the game weren't quite as polished as they ought to have been. In the hover-board levels, for instance, your character stands like a snowboarder, but as the board turns under his feet, he still stands in the same position. I also found myself coming across a number of levels that didn't really feel finished. Some polygons would be textured, while others were just black. These

complaints are trivial when measured up to the fact that MDK is still a lot of fun, but it should be noted that the game is by no means perfect, as many would have you believe. If you like action, shooting, and mild puzzle solving mixed in with a twisted sense of humor, you'll dig MDK.

Star Trek Generations - Microprose 6.75

This is one of the best Star Trek games I've ever seen. Of course, as you may have noticed from the score, that's really not saying much. Most of the time you'll find yourself on an away mission which makes use of a slightly altered Doom engine that only shows the action on half the screen. The main purpose of the away missions, however, is investigation, not shooting people. The missions aren't a riot, but they pass the time adequately. My main problem with Trek as a game is that ship combat in the Star Trek series and movies has never been all that exciting. This trend has the unfortunate habit of making its way into the games. Two ships approach each other and stop. Both are always coincidentally in an upright position. They blast at each other until one goes down or someone pulls a nifty trick out of their sleeve, like

having a great chief engineer. Actual evasive maneuvers are reserved for season driftnagers and movies. Someone wants to make a game out of this? I love Star Trek, but it's never been known for its action. Generations's ship combat is okay, but suffers from the genre it's based on.



Games To Look Out For:

Rabbit Entertainment will be putting out a new role-playing/adventure game sometime in the first quarter of '98. It's called **Septerra Core** and it has one of the most interesting premises we've ever seen. The world consists of seven continents floating around a planet-sized biological computer. The continents orbit at different altitudes and are called layers by their inhabitants. On the top layer, a race of aristocrats live wondrous carefree lives, dropping their trash on the lower levels. Our hero is a young woman who makes a living on the 2nd layer finding useful things among the trash to sell. The plot starts rolling when the Chosen, upon discovering a number of interesting things about the past, decide that it's time to start making a journey towards the core. This pilgrimage is by no means benevolent to people who got in their way, and all seven realms are threatened with war on a grand scale. On your quest to set things right, you will meet eight different characters who will aid you in your endeavor.

X-Com Update: We already put a preview in about

X-Com: Apocalypse a few issues ago, but Game Informer just got a beta of the game from Microprose and so we have to say more. If you were disappointed with Terror From the Deep, do not be concerned. Apocalypse was developed by the original crew from the first game, and they've done amazing things. The first thing you need to know about this game is that it's tough. The aliens are more dangerous than ever before, not because their weapons are any nastier (which



Septerra Core

they are), but because they truly seem to think about what they're doing. I've had situations where aliens hiding behind a door actually waited until a squad was right on top of them before they opened fire, or swarmed out en masse to suck the team's brains, turning them into mindless agents of the enemy.

The biggest difference in Apocalypse is that your conflict is no longer global, but takes place within a gigantic city where corporate sponsored organizations are the ones who have the potential to sell you out, not other countries. All vehicle interaction takes place in a **Sim City**-style environment, allowing you to see what's going on during combat instead of getting a cheesy schematic.

This time around, you have to keep a close eye on how your actions are affecting corporate attitudes towards X-Com. The Cult of Sirius, for instance, is a powerful organization of alien worshippers that will become more hostile towards you every time you strike a serious blow against an alien incursion in the city. Once they become openly aggressive, they'll actually try to raid your bases and attack your vehicles. Thus, it's important to keep as many people as happy as possible and keep a vigilant eye out for alien attempts to subvert your allies. If you liked the first X-Com, don't wait for my review. Just buy the game.

recent releases



Triple Play 98 - EA Sports
9.25 Great gameplay, amazing statistical capabilities, and in-game realism make Triple Play 98 the best PC baseball title since *Eat 'Em and Weep 2*. This game is identical to the PS-X version, except of course, it allows for modem play.



Frost Page Sports Baseball Pro '98 - Sierra
7.25 This is yet another PC game that thrives on menu bars and stats. The gameplay itself is terrible and extremely complex. Great stats and draft options, but if you're looking for a baseball game to play, give Triple Play 98 a whirl.



EVE - Igitto
4.5 Peter Gaborini teams up with some artists to do a point-and-click. The bizarre and surrealistic scenes shocked my morrow, but it wasn't much of a game. I kind of prefer to solve puzzles through creative logic, not trial-and-error.



Fairy Tale Adventure II: Halls of the Dead - Igitto
6 This game isn't exactly mind-blowing, but it's a nice blend of Diablo's real-time fighting and the item manipulation of Ultima VI. If you've been starving for a solid old-school PC RPG, then you'll probably really dig this game.

Septerra Core: His name is Laby and he can join your party. Enemies beware!



Saturn

REVIEW

8.75

Size: 1 CD-ROM

Style: 1 or 2-Player
Head-to-Head
Tournament Fighter

Special Features:

All Characters From MK1,
2 & 3, New Aggression
Meter, Tournament Mode,
Finishing Moves

Created by:

Midway for Williams

Available:

Now for Sega Saturn

Mortal Kombat Trilogy

If you're a Kombat fanatic, you'll want MKT because it's got everything an MK freak could want (except perhaps a timely release). Otherwise, the fighting skill, excessive load times and 2D graphics don't compare to Fighter's Megamix. With all the characters from MK1, 2 & 3, plus bosses, beating the 1-player bidders will take some time. The new Kombat codes will have Saturn owners searching for all the secrets, and with Fatalities, Babalities, Animalities and Brutalities, there's a heck of a lot of blood. A superior MK Saturn offering that's identical to the PlayStation version.



PlayStation

PREVIEW

Size:

1 CD-ROM

Style: 1-Player Gun Game

Special Features:

Gun Con With Special
Video Hookup and Evade
Button. Extremely Active
Enemies, Insane Bosses,
Time Limit

Created by:

Namco

Available: September for

Sony PlayStation

Time Crisis

The keys to a good gunner are a fast pace and intense action. Time Crisis covers these criteria and introduces a new element as well. It is the first game of its kind to make use of an evade button (featured on the game's pack-in gun). Once you run out of ammo or need to evade something (rockets, bullets, cranes, vehicles), you'll have the option of taking cover behind the nearest object where you can reload and wait for the danger to pass. Level progression consists of moving from one piece of cover to the next and eliminating all the enemies that stand in your way. Just don't waste too much time covering behind that crate because there are time limits for each area.

PlayStation

REVIEW

5.5

Size: 1 CD-ROM

Style: 1 or 2-Player
Shooter

Special Features:

Three Versions of the
Original and the All-New
Xenious 3D/G+, Multiple
Configure Options With
Free Play, Special CG Cut
Scenes

Created by:

Namco

Available:

Now for Sony PlayStation

Xenious 3D/G+

Xenious is undoubtedly one of the greatest shooters of all time, and even its high end offspring (Xenious 3D/G+) pales in comparison. The great thing about the original, which is also packed on this disc with several other different versions of the game, is the fact that it's extremely difficult. 3D/G+ would be just as tough, except now you regenerate where you die and you also have unlimited continues. This makes the game a breeze and unworthy of any gamer's attention after beating it once. A more dramatic approach at reanimating this classic would have been much better than a below average 3D touch up.



PlayStation

PREVIEW

Street Fighter 2 Collection

Size: 1 CD-ROM

Style: 1 or 2-Player
Hard-To-Head
Tournament Fighter

Special Features:
Includes Super Street
Fighter 2, Super Street
Fighter 2 Turbo, Street
Fighter Alpha 2 Gold
(Enhanced Version of
Alpha 2), New Hidden
Options and Special
Surprises

Created by: Capcom

Available: 4th Quarter
for Sony PlayStation

Street Fighter 2 is the fighting game champion of the 16-bit days, and now it's coming back to make an impact on the 32-bit market. This collection features Super Street Fighter 2 and Super Street Fighter 2 Turbo preserved in their original forms. Street Fighter Alpha 2 Gold, an enhanced version of Alpha 2, is also included. From what we've heard, Gold is going to feature a Dramatic Mode where two players can cooperate against the computer. This feature was in Japan, but never made it to the States. Of course, Capcom still has a zillion other SFI versions lying around, and don't be surprised if you see a Street Fighter 2 Collection 2 in the distant future.



PlayStation

REVIEW

7.5

Size: 1 CD-ROM

Style: 1 to 4-Player
2-on-2 Basketball

Special Features:
Create Player, Secret
Moves, Hidden Codes,
Trivia, Double Dunks, Real
Players and Teams

Created by:
Midway Home
Entertainment

Available:
Now for Sony PlayStation

NBA HangTime

The PlayStation version isn't as cool as the N64. Yeah, the gameplay is the same, but the player detail is somewhat lacking and there are occasional instances of slow down. Also, with the loading time and slower menus, it doesn't feel like you're stepping up to an arcade machine to whoop some butt. Other than these gripes, it's still NBA HangTime and it's a heckuva lot of fun. Creating players and upgrading them with points from wins and trivia offers good replay value. Also, four players is the way to go, but a multi-tap and controllers might set you back a bit. If you need an arcade sports game, check out HangTime.

Nintendo 64

PREVIEW

Extreme G

Size:
64 Megabit

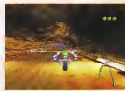
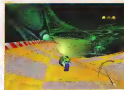
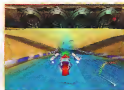
Style:
1 to 4-Player
Racing/Shooter

Special Features:
4-Player Split-Screen,
12 Roller-Coaster Style
Tracks, Opponent
Detonant Weapons,
8 Futuristic Cycles,
Obstacles (Bridgouts,
Falling Rocks,
Sandstorms, Lava),
Power Ups

Created by: Acclaim

Available: November for
Nintendo 64

Extreme G is a futuristic racer featuring bikes that look a lot like Tron's light-cycles. The game's tracks are set up in roller-coaster fashion, meaning that the race can actually run upside-down and curve around in a number of crazy and confusing ways. Thus, you could be at the front of the pack and see competitors racing to catch up on the section of track above you. Extreme G also features a number of clastardly weapons guaranteed to piss off your friends, like a scrambler weapon that reverses their controls or flares that blind everyone behind you for a moment. We'll have to see this one before we can judge it further, but Extreme G could end up adding some much needed variety to the N64 and is definitely worth keeping an eye on.



PlayStation

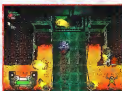
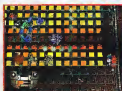
REVIEW

7.25

Size: 1 CD-ROM**Style:** 1 or 2-Player
Overhead Shooter**Special Features:**
2-Player Cooperative
Split-Screen Mode, 3D
Map Screen, Morph Into
Other Droids, Multiple
Objectives**Created by:** Eurocom
for NGM Interactive**Available:**
Early September for
Sony PlayStation

Machine Hunter

If you're a fan of the overhead-shooter genre, Machine Hunter deserves a look. The basic premise is to infiltrate the enemy area, rescue hostages, and destroy the enemy's key strategic items, all while capturing and playing as enemy droids. Machine Hunter's graphics are certainly excellent, as is the play control. Morphing into the different droids adds fresh gameplay, something lacking in games like Loaded, Project Overkill and Contra. But the objectives do become generic, and the limited pick-ups pale in comparison to Overkill. Two things to Machine Hunter's credit: the levels are big and two players can cooperate via the split-screen.



Nintendo 64

PREVIEW

Size:
64 Megabit**Style:** 1-Player Racing
(2-Player Via Split-Screen)**Special Features:**
Tournament, Championship,
Time Trial and Secret Mode,
4 Cars, Pit Stops, Weather**Created by:**
Titus**Available:** September 30
for Nintendo 64

Lamborghini 64

European companies love doing racing games. Eutechnyx, Psygnosis, Ubi Soft and now Titus all have racing games in development. Along with Ubi Soft, Titus is going after the N64, and Lamborghini 64 looks quite unique. The tracks are very scenic, with castles and waterfalls and lush farmlands. As for race structure, Tournament mode is an all-out race to the finish line through a single circuit, while Championship mode combines two or more circuits, incorporating check points and pit stops to repair car damage. In Time Trial, players can read times over specific sections of each track. Cars include a Lamborghini Diablo SE, Porsche 959 and Ferrari F50.

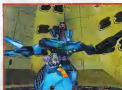
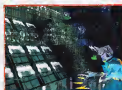
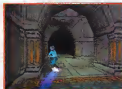
PlayStation

PREVIEW

ReBoot

Size: 1 CD-ROM**Style:** 1-Player
Action/Adventure**Special Features:**
21 Levels, 30 Enemies, 8
Bosses, Hovering
Zipboard, Numerous
Weapons and Special
Equipment, Radar**Created by:**
Electronic Arts**Available:**
Fall for Sony PlayStation

ReBoot is yet another 3D action/adventure game in the works. Based on the fully rendered animated series of the same name, the action takes place within a gigantic computer world called Mainframe. Your persona is that of a character named Bob who is sworn to protect the world from the nefarious plans of the evil Megabyte, who is attempting to gain control of Mainframe by using insidious computer viruses. In cyberspace, these viruses take on a variety of forms and appearances, and enter the system (world) through tears caused by Megabyte. Your mission is to repair the damage while facing off against enemy viruses that have already entered Mainframe. ReBoot will be fully 3D and nonlinear, allowing players to move in whatever directions they please.



PlayStation

REVIEW

6.5

Size: 1 CD-ROM

Style: 1-Player Strategy/RPG

Special Features:

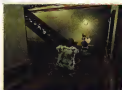
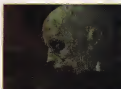
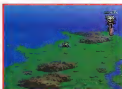
12 Storylines With 13 Different Endings, 3/4 View Animated Battles, Multiple Parties, 75+ Characters

Created by: Quest for Atlas

Available: Now for Sony PlayStation

Ogre Battle Limited Edition

Originally released for the Super Nintendo in 1995 by ENIX America, the 32-bit "Limited Edition" is, in our best estimate, an exact port from the 16-bit game. A familiar story of the evil empire and an up-and-coming rebellion puts the player in the role of rebellion leader. Basically, the whole game revolves around deploying various parties to liberate towns that were formerly occupied by the evil empire. Additionally, elements of strategy are incorporated by sending up parties and preventing the empire from retaking cities. Ogre Battle was a fairly likable game on the 16-bit, and although it may offer numerous hours of gameplay, it offers nothing new to gamers who've played the first. A definite try before you buy game.



Saturn

PREVIEW

Size: 1 CD-ROM

Style: 1-Player Action/Adventure

Special Features:

New Monster, New Weapon, Survival Mode, Two Playable Storylines and Characters, Multiple Endings With Bonuses

Created by: Capcom

Available: Late September for Sega Saturn

Resident Evil

From the demo that we have, the Saturn version appears to be a flawless translation in terms of graphics and play control. Even so, Saturn Owners are in for a special treat since Capcom is adding a new monster, a new weapon, and a Battle/Survival mode. This mode has players squaring off against a constant onslaught of monsters and zombies. It's our guess that a number of the puzzles will be rearranged, similar to the Director's Cut arrangement for PlayStation. Resident Evil for the Saturn has been a long time coming. With the enhancements, Saturn owners should be happy indeed.

PlayStation/Saturn

PREVIEW

Size: 1 CD-ROM

Style: 1 or 2-Player Head-To-Head Tournament Fighter

Special Features:

8 X-Men & 9 Street Fighter Characters, Unique Tag Team Matches, Super Moves and Mixers, Familiar Capcom Fighter Combos

Created by: Capcom

Available: 4th Quarter for Sony PlayStation and Sega Saturn

X-Men vs. Street Fighter

Can Wolverine go toe-to-toe with Ryu? Does Akuma stand a chance against Magneto? These questions and more will be answered with Capcom's newest fighting game amalgam. The comic book and video game worlds combine in this unique fighting game that features a cool Tag Team Mode. Players choose a two-fighter team and have the ability to switch between fighters at any time during the match. Lose one member of the team and you'll be challenged to battle alone, but if you're skilled you can unleash furious tag team combos to give opponents the one-two punch. A host of awesome super moves, counters, reversals, and the oh-so-familiar Capcom fighting techniques will all be found when the X-Men and Street Fighters join later this year.



Saturn

PREVIEW

Enemy Zero

Size: 1 CD-ROM

Style:

1-Player Interactive Movie

Special Features:

Art Done by Kenji Eno
("D"), High Resolution
Graphics, "Alien" Plot,
Motion Detection Device

Created by:

Warp for Sega

Available:

November for Sega Saturn

This game was originally intended for release on the PlayStation, but apparently Sony and Warp had some differences of opinion, so they moved it over to production on the Saturn instead. The main character in the game is Laura Lewis. She has just woken up out of cryogenic sleep in a spaceship to discover that a number of her fellow shipmates have been murdered by a hostile alien intruder. Sound familiar? From the screenshots, it appears that Enemy Zero will be a cross between a first-person shooter and a point-and-click adventure.



PlayStation/Saturn

PREVIEW

Darkstalkers:
Jedah's Damnation

Size:

1 CD-ROM

Style:

1 or 2-Player Head-To-Head
Tournament Fighter

Special Features:

15 Characters Including 4
New Fighters, New
Damage Gauge System,
Elimination of Fighting
Rounds, New Combo &
Counter Systems

Created by:

Capcom

Available: 4th Quarter

for Sony PlayStation
and Sega Saturn

Already in arcades across the country, Jedah's Damnation will make its way to the PlayStation and Saturn by December. A returning cast of characters such as the powerful Sasquatch and sultry Felicia will be accompanied by four brand new Capcom creations including the messiah of darkness, Jedah. Capcom promises an arcade perfect translation with all new combos, counters, and a Damage Gauge System which eliminates the 'round system' and unleashes furiously paced battles. Who knows what other surprises Capcom has in store for this monstrously, but expect plenty of goodies to be packed into this fighter.

PlayStation

PREVIEW

Violent Seed

Size: 1 CD-ROM

Style:

1 or 2-Player Shooter

Special Features:

5 Different Weapons,
3 Special Power-Ups,
40 Enemies, 8 Bosses,
10 Levels,
Multiple Endings

Created by:

Razed Entertainment

Available: October

for Sony PlayStation

The humans have offended your race by discovering Martian technology that is forbidden to them. Your task is to destroy all of Earth's major cities and put them back in their place. Wreak havoc on Paris, New York, Washington DC, and London. In addition to the standard fare of shooter weaponry, your ship also has the ability to pick up cars, trains, gas tankers, and animated characters and then use them as bombs on other targets. Violent Seed sounds like it could be an excellent shooter with some new and innovative ideas. Hopefully, it will breathe new life into the formulaic genre that shooters have become.





Doom - Saturn

Master Code (Must Be Entered) -
16000914 c305
b6002800 0000
Blue Key - 1608937e 0001
Chainsaw - 160893c6 0001
Double Barrel Shotgun -
160893b2 0001
Infinite Plasma - 160893d2 05ff
Infinite Rockets - 160893d6 05ff
Rapid Fire - 16089426 0001
Shotgun - 160893ae 0001

K-1: The Arena Fighters - PlayStation

Infinite Credits - 800b49c4 0003
Infinite Stamina Player 1 -
800b44b4 0114
Low Stamina Player 2 -
800b44b8 0000
Master Ishi -
80103b64 0008
80103b66 0008



Mega Man 8 - Saturn

Master Code (Must Be Entered) -
16000914 c305
b6002800 0000
Start With Flash Bomb -
160361e8 0100
Start With Mega Ball -
160361e4 0100
Start With Water Balloon -
160361f8 0100
Infinite Flash Bombs -
160361ea 2800
Infinite Mega Balls -
160361e6 2800
Infinite Water Balloons -
160361fa 2800



Machine Head - Saturn

Master Code (Must Be Entered) -
16000914 c305
b6002800 0000
Infinite Armor - 160b96b2 001b
Infinite Ammo - 160b937e 001b
Infinite Disruptor - 160b950a 000a
Infinite Grenades - 160b9506 000a
Infinite lo-Storm - 160b950e 000a
Infinite Photon - 160b9502 000a



Mech Warrior 2 - Saturn

Master Code (Must Be Entered) -
16000914 c305
b6002800 0000
Never Overheat - 16030ac0 0000



Brahma Force: The Assault on Belfogger 9 - PlayStation

Hasler 1000 and 3000 Rifles -
800e0c98 ffff
Harscott and Triple Barrel -
800e0c9a ffff
Infinite Bullets - 800e0c74 03e8
Infinite Missiles - 800e0c78 03e8
Infinite Mortar Shells -
800e0c7a 03e8
Never Overheat - 800e0e6a 0000
Rapid Fire Rifle - 800e0c9c ffff



Soul Blade - PlayStation

All Weapons for Misungul -
800ea340 ffff
800ea356 ffff
All Weapons for Rock -
800ea34e ffff
800ea364 ffff
All Weapons for Seung -
800ea342 ffff
800ea358 ffff
All Weapons for Taki -
800ea344 ffff
800ea35e ffff



The Crow: City of Angels - Saturn

Master Code (Must Be Entered) -
16000914 c305
b6002800 0000
Infinite Health - 1606a82a 007f

Powerslave - PlayStation

All Keys - 80084c02 ffff
Amun Bombs - 80084be2 003c
Cobra Staff - 80084be6 003c
Infinite Health - 80084bba 00c8
Transmitter - 80084c06 ffff



Nanotech Warrior - PlayStation

Infinite Armor - 800cabc0 1000

Warhead

Fatality - F, D, B, HK (Half Ring)
3D Combo Finish -
Hold 3D, B, F, HP

Kabuki Jo

Fatality -
B, D, F, HK + LK (Sweep)
3D Combo Finish -
Hold 3D, B, F, HP

Cy-S

Fatality - B, B, HP (Half Ring)
3D Combo Finish -
Hold 3D, B, F, HK

Tak

Fatality - B, D, F, LP + HK (Close)
3D Combo Finish -
Hold 3D, B, F, HP

Pagan

Fatality - B, F, LP (Half Ring)
3D Combo Finish -
Hold 3D, B, F, HP

Vallah

Fatality - F, F, LK (Close)
3D Combo Finish -
Hold 3D, B, F, HP

Maximus

Fatality -
Hold 3D, F, F, HP + LP (Close)
3D Combo Finish -
Hold 3D, B, F, HP

Ahas Kln

Fatality -
Hold 3D, U, D, U, HK (Close)
3D Combo Finish -
Hold 3D, B, F, HK

Voodoo

Fatality - B, F, LP (Half Ring)
3D Combo Finish -
Hold 3D, B, F, HP

Anubis

Fatality -
F, D, B, HP + LK (Half Ring)
3D Combo Finish -
Hold 3D, B, F, HP

Grox

Belly Flop - B, F, HK + LK
Belly Smash - B, F, HP + LP
Rad Doll - F, B, LP (Close)
Ground Stomp -
Hold 3D, B, U, F, LK

Hammer Hand - F, F, HP
Forearm Attack - B, F, HP

Exor

Ore Beam - B, D, F, LP
Air Beam - F, F, HK
Triple Air Beam - B, B, HP + LP
Teleport - F, F, LK
Air Beam Teleport - F, D, B, HK
Energy Shield - F, F, HP
Ring Trap - F, D, B, HP
Power Slam - F + LP
Backlist - B, B, LP

"Virus Gap Boy '97"
Minneapolis, MN



Secrets – To unlock the Extra Mode, Tanks in the Venus Mode, and Sound Test Graphic Equalizer you must achieve medals on all fifteen levels. To get a medal on a stage you must beat the stage with a specific number of hits (or more) and manage to keep all of your wingmen alive. Here is the score needed on each level to gain a medal:

- Cornelia – 150
- Katarina – 150
- Solar – 100
- Macbeth – 150
- Venom 1 – 200
- Metro – 200
- Floclina – 50
- Sector X – 150
- Titania – 150
- Volus – 150
- Sector Y – 150
- Aquas – 150
- Zoness – 250
- Sector Z – 100
- Area 6 – 800

Moving Heads – After beating the game, reset the Nintendo 64 and when the Title Screen appears, use the analog control to move the 64 on the Star Fox logo around. All four of the characters will move their heads in the direction of the 64. This is a useless code, but it is fairly entertaining.

Versus Mode on Foot – To accomplish this feat, simply beat the game on the hardest route in the Extra Mode. Doing this will allow you to play as Fox, Falco, Slippy, or Peppy on foot in the Versus Mode Plus, a new Title Screen image will appear.

Remove Targeting – During gameplay, pause and press the R Shoulder Button to toggle your aiming sight on and off.

New Star Fox Artwork – Beat the game in Extra Mode and wait for the credits to end. After a few

seconds, a hidden piece of Star Fox artwork will appear. Depending on which way you go (Venom 1 or 2), you will receive a different piece of artwork.

Warp

Cornelia to Sector Y – Halfway through the level Falco will run into some serious trouble, and you'll need to get him out of it as soon as possible. Destroy the three ships on his tail and then carefully maneuver through all of the rock arches. Doing this will open up a new route through a waterfall. Follow Falco, destroy the boss, and you'll be on your way to Sector Y.

Zoness to Sector Z – Shoot down all of the spotlights on the stage and you'll warp to Sector Z when the stage is complete.

MacBeth to Area 6 – When you hit the last leg of the stage, shoot the 8 red pillars with metal flags on them. At the end of the level a switch will appear. Quickly shoot it and the track will switch over. This will kill the boss and award you with a hefty 50-point bonus.

Warp to Aquas – All you have to do is get a score of 100 or higher in Sector Y to warp to Aquas – the submarine level.

Warp to Sector Z – In Sector X, stay to the left. You will eventually hit an area featuring white gates that you must destroy to pass through. Destroy all of them and you'll warp all the way over to Sector Z.

Warp to Titania – Near the end of the Metro Field you'll see rings made of sharp triangles pointing inward. Go through one and you'll get forward into a barrel roll. Go through all of them and it will warp you to Titania.

Warp to Katarina – At the end of Sector X, shoot the head off the boss. When the second head appears, dodge him, and let Slippy enter the fray. Slippy will be destroyed and his drifting vessel will swirl toward Katarina. Kill the boss and that's your next step – Find Slippy.

Scott Johnson
Webville.COM



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Note: These services may not have information on all titles. If you're stuck in 64 be sure to get your friends involved.

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

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CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

Jungle Strike

Genesis

Availability: Common

Replay Value: Medium

Similar Games: Desert Strike (SG, SNES),

Urban Strike (SG, SNES), Soviet Strike (PS-X)

Created by: Electronic Arts

Access Tip: Don't use power-ups until you absolutely, positively have to.

Overall: 9

Few games are more difficult or more detailed than the legendary Strike series from Electronic Arts. Jungle Strike, the second Strike title, was the first to offer players different assault vehicles. These alternative vehicles included an Attack Hovercraft, a Stealth Fighter, and a Special Forces Assault Motorcycle. These unfamiliar with the Strike series are in for a serious challenge. Along with carrying out very specific (and creative) objectives, players must also monitor fuel, weapons and armor. Also, the Apache's which is one of the coolest things in video games—it can rescue civilians, pick up supplies, even transport nuclear reactors. The graphics are excellent, as is the play control, making Jungle Strike a strong buy even in the age of 32-bits.



Secret of Mana

Super Nintendo

Availability: Common

Replay Value: Medium

Similar Games: Final Fantasy Adventure (Gameboy), Secret of Evermore (SNES), Soul Blazer (SNES)

Created by: Square Soft

Access Tip: Change weapons frequently to power them all up equally.

Overall: 9.25

The Secret of Mana is the best action/RPG ever. It blew away all of the competition in its day, and this title has yet to be challenged on any of the new super systems. The game features three characters and eight types of weapons that can be upgraded eight times (for a total of 64 different weapons you'll actually use in the game). In order to upgrade a weapon you must defeat a boss that will yield a special orb. Thus, there are at least 64 different bosses in the game. So yes, it's long. One of the best features of the game is that it allows up to three players to control the characters in your party so you can cruise around together, Gunter-style. Otherwise, an AI program takes over for non-player characters.



Skate or Die 2: Tour De Thrash

Game Boy

Availability: Rare

Replay Value: High

Similar Games: Skate or Die (GB, NES), Olympic Summer Games (GB), Skate or Die 2 (NES)

Created by: Electronic Arts

Access Tip: All trick scores are doubled when the smokestacks in the background start smoking.

Overall: 9

Electronic Arts published this Game Boy sequel back in 1991, pleasing skateboard fans across the country. The highly addictive Tour De Thrash is actually two games-in-one with a racing mode, the Skate Fish Tour, and a phenomenally cool half-pipe mode, the Retro-Rocket Ramp. The Skate Fish Tour is essentially a belated run on a skateboard. The timed runs become progressively harder with obstacles to jump and avoid, as you attempt to complete the seven stage tour across the world. The Retro-Rocket Ramp is what makes the game so enjoyable. Jump the half-pipe (complete with a fake spine ramp) and pull off authentic skateboarding tricks like hand plants, Madonnas, and the difficult McWalt. Combinations of the directional pad and buttons will unleash versus tricks that are primarily based on timing. Staying in a grab or twist too long will put you on your knees every time. For every 10,000 points, a UFO appears and, with the appropriate trick, will send you to the Moon for a low-gravity bonus round. If you're any type of skateboard or roller blading fan, this is easily one of the most entertaining and challenging titles for gamers on the go.



Metal Gear

NES

Availability: Common

Replay Value: Medium-low

Similar Games: Snake's Revenge (NES), Bomberman (NES)

Created by: Konami

Access Tip: Sneak past enemies when they're facing the opposite way. This is the key to defeating the game.

Overall: 8

Even now, Metal Gear packs a lot of playing punch. One of the most memorable games on the NES, Metal Gear has unlimited continues, a lot of cool weapons and really menacing bosses. Remember, Metal Gear is slightly frustrating at first. This is only because you need to learn to sneak past enemies instead of killing everything. Much like a platform game, successful sneaking demands proper timing (since enemies continuously turn and face different ways). After the handgun is finally located, Metal Gear plays much quicker. Soon players will stumble upon a gun silencer that makes sneaking even easier. Then comes land mines, missiles, grenade launchers, etc. Players will do a lot of exploring in Metal Gear, and you'll have to return to previous areas after finding new key cards and items. You can even camouflage yourself inside a mobile cardboard box. Watch for a PlayStation version called Metal Gear Solid, currently under development at Konami.



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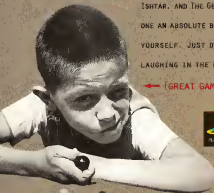
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